HUNTER × HUNTER

ハンター × ハンター

™

14

SHONEN JUMP ADVANCED

Story & Art by
YOSHIHIRO TOGASHI

冨樫義博

I'm the one in the center.
In case that wasn't clear.

Yoshihiro Togashi

Yoshihiro Togashi's manga career began in 1986 at the age of 20, when he won the coveted Osamu Tezuka Award for new manga artists. He debuted in the Japanese **Weekly Shonen Jump** magazine in 1989 with the romantic comedy **Tende Shôwaru Cupid**. From 1990 to 1994 he wrote and drew the hit manga **YuYu Hakusho**, which was followed by the dark comedy science-fiction series **Level E**, and finally this adventure series, **Hunter x Hunter**, available from VIZ Media's SHONEN JUMP Advanced imprint. In 1999 he married the manga artist Naoko Takeuchi.

HUNTER X HUNTER Volume 14
The SHONEN JUMP ADVANCED Manga Edition

STORY AND ART BY
YOSHIHIRO TOGASHI

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PARENTAL ADVISORY
HUNTER X HUNTER is rated T+ for Older Teen and is recommended for ages 16 and up. Contains realistic violence and mature language.

THE WORLD'S MOST CUTTING-EDGE MANGA
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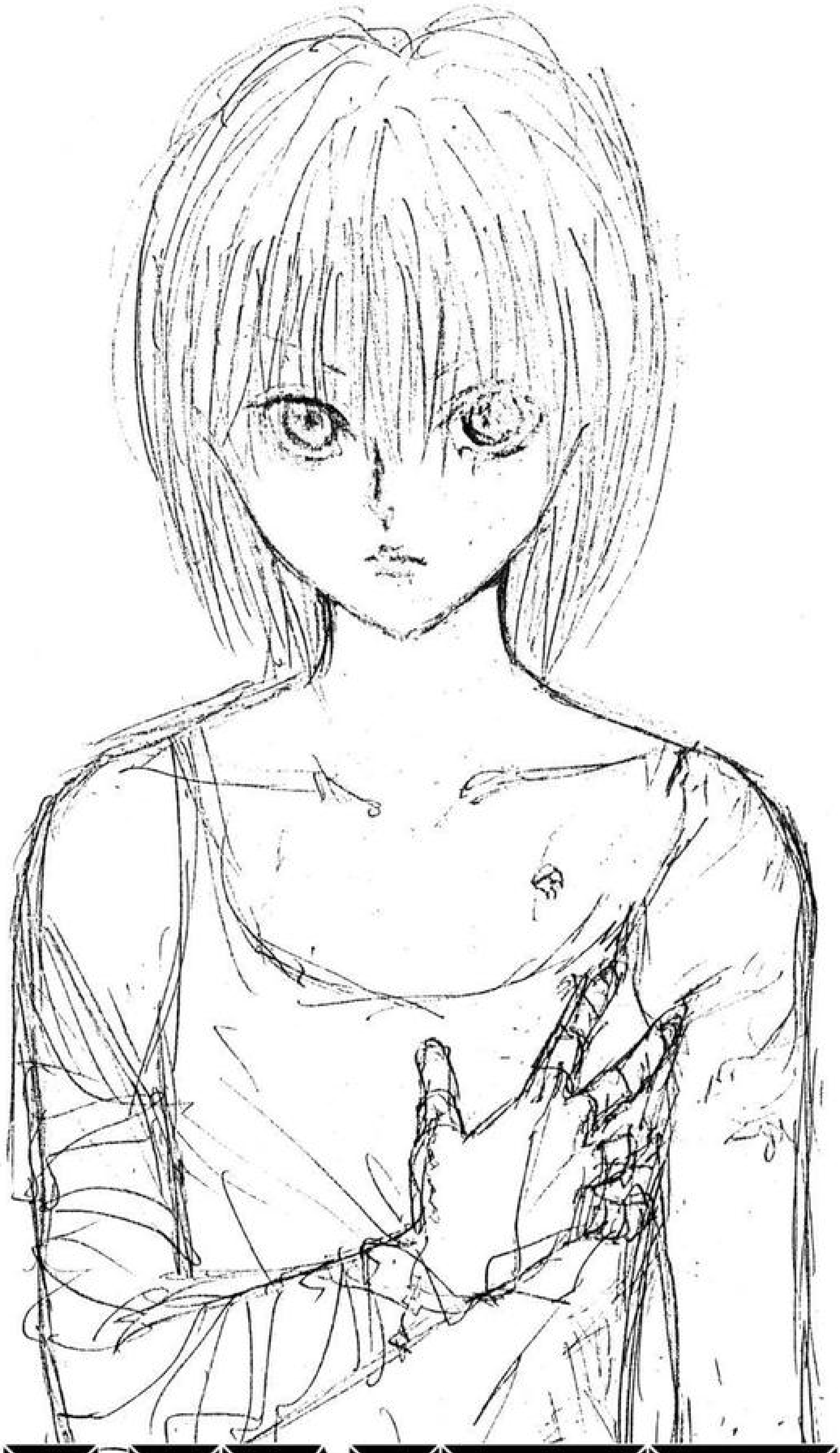
SHONEN JUMP ADVANCED MANGA



HUNTER × HUNTER™

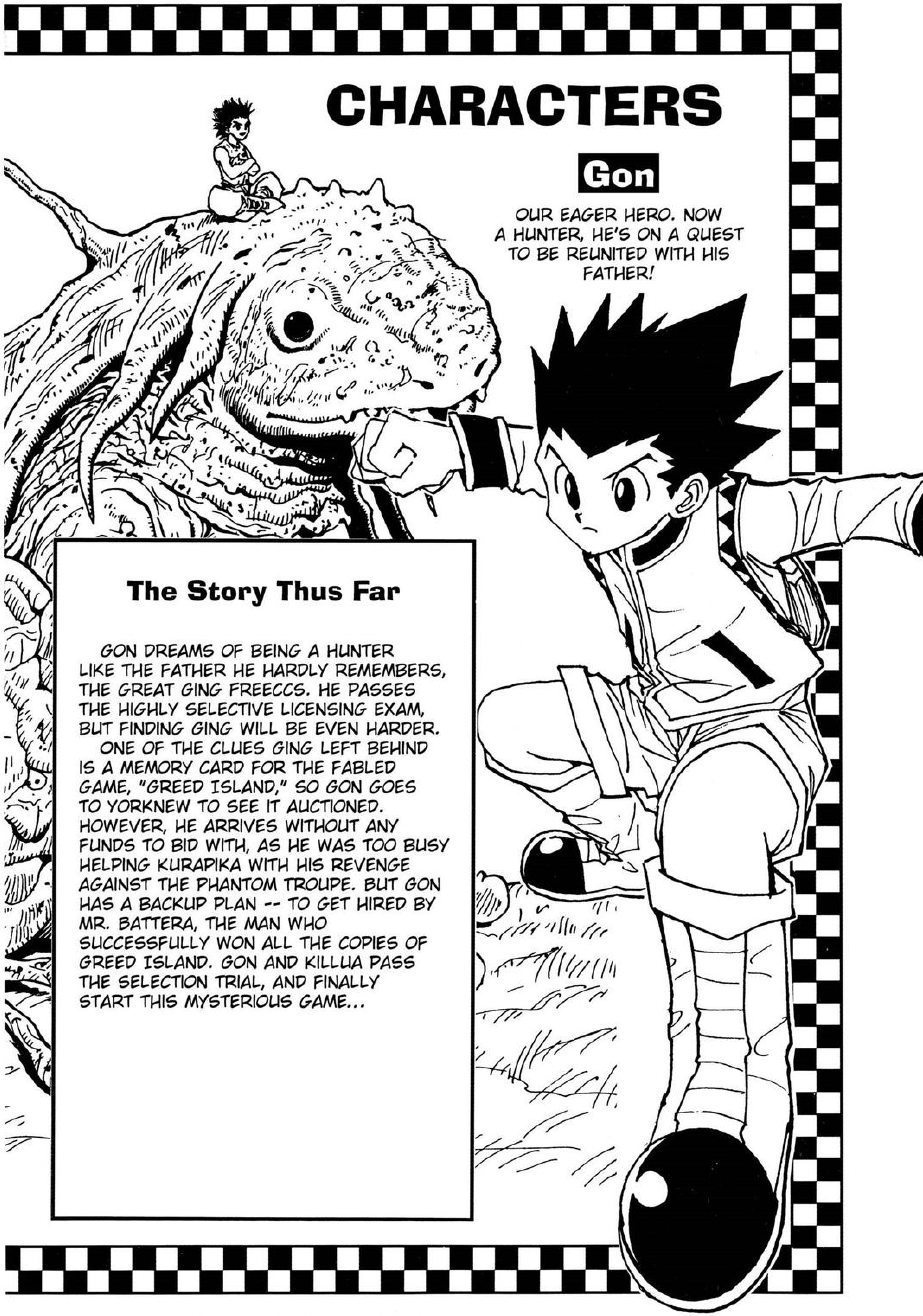
ハンター × ハンター

Story & Art by

Yoshihiro Togashi

Volume 14

CHARACTERS



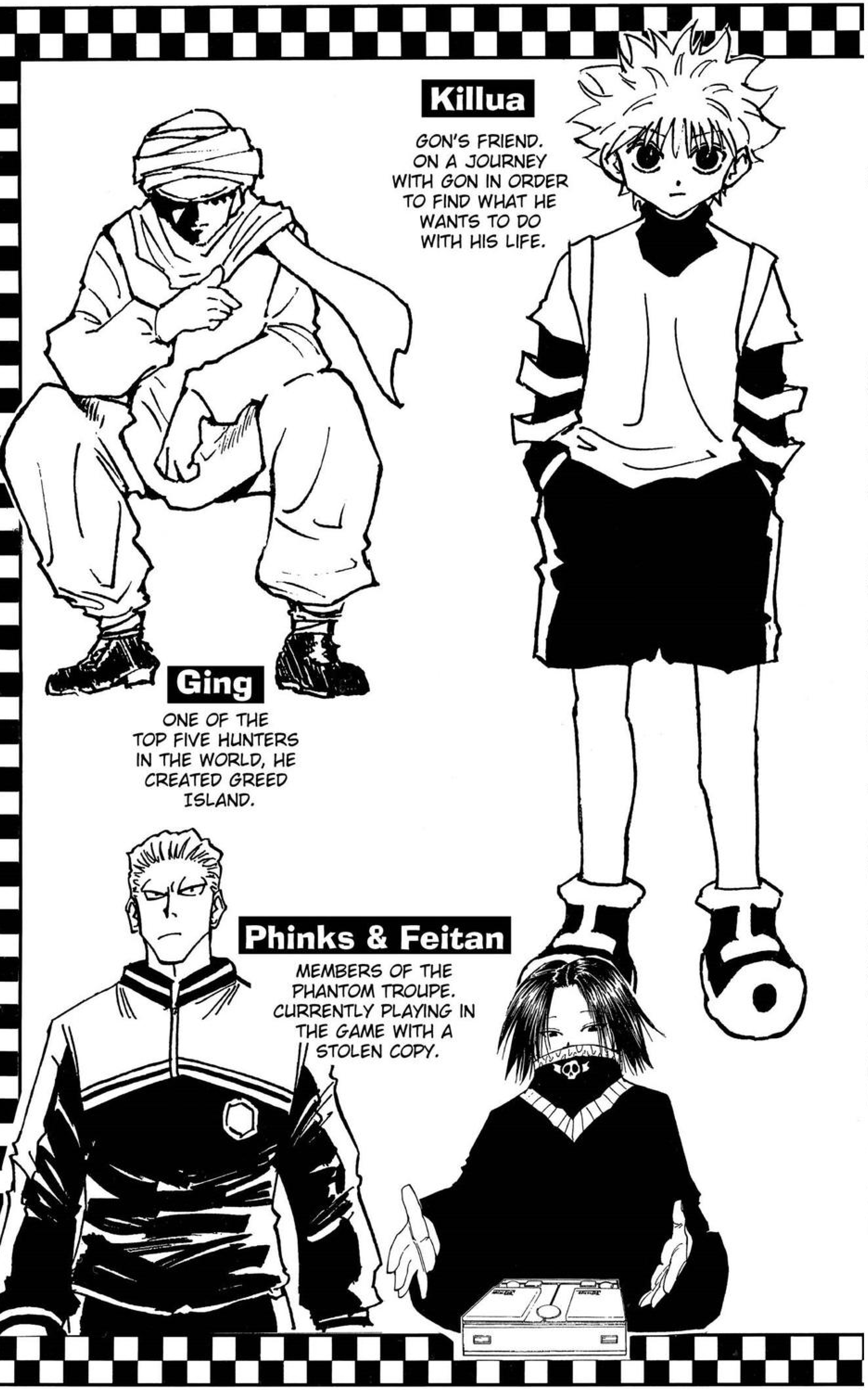
Gon

OUR EAGER HERO. NOW A HUNTER, HE'S ON A QUEST TO BE REUNITED WITH HIS FATHER!

The Story Thus Far

GON DREAMS OF BEING A HUNTER LIKE THE FATHER HE HARDLY REMEMBERS, THE GREAT GING FREECCS. HE PASSES THE HIGHLY SELECTIVE LICENSING EXAM, BUT FINDING GING WILL BE EVEN HARDER.

ONE OF THE CLUES GING LEFT BEHIND IS A MEMORY CARD FOR THE FABLED GAME, "GREED ISLAND," SO GON GOES TO YORKNEW TO SEE IT AUCTIONED. HOWEVER, HE ARRIVES WITHOUT ANY FUNDS TO BID WITH, AS HE WAS TOO BUSY HELPING KURAPIKA WITH HIS REVENGE AGAINST THE PHANTOM TROUPE. BUT GON HAS A BACKUP PLAN -- TO GET HIRED BY MR. BATTERA, THE MAN WHO SUCCESSFULLY WON ALL THE COPIES OF GREED ISLAND. GON AND KILLUA PASS THE SELECTION TRIAL, AND FINALLY START THIS MYSTERIOUS GAME...



Killua

GON'S FRIEND. ON A JOURNEY WITH GON IN ORDER TO FIND WHAT HE WANTS TO DO WITH HIS LIFE.

Ging

ONE OF THE TOP FIVE HUNTERS IN THE WORLD, HE CREATED GREED ISLAND.

Phinks & Feitan

MEMBERS OF THE PHANTOM TROUPE. CURRENTLY PLAYING IN THE GAME WITH A STOLEN COPY.

HUNTER×HUNTER™

Volume 14

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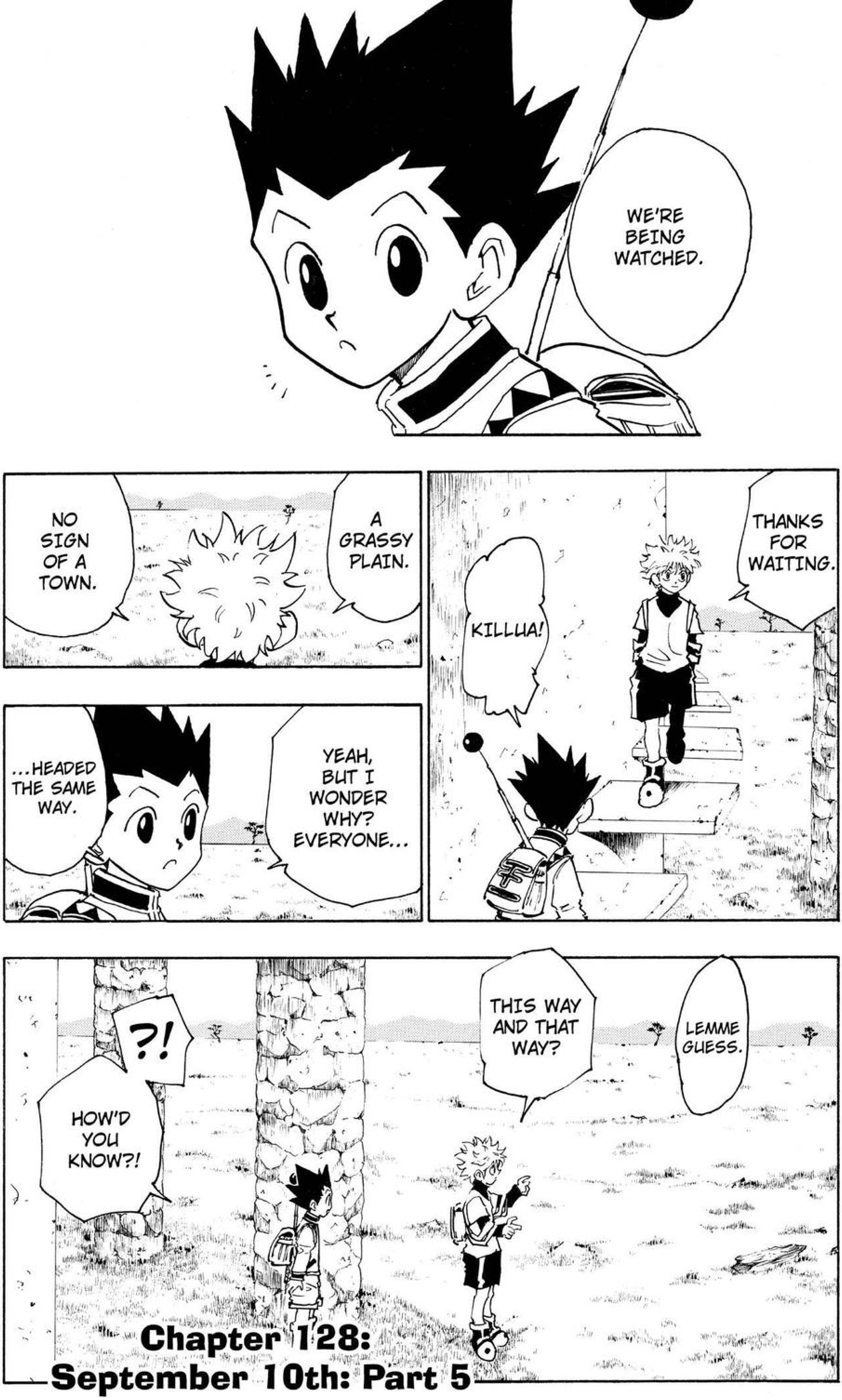
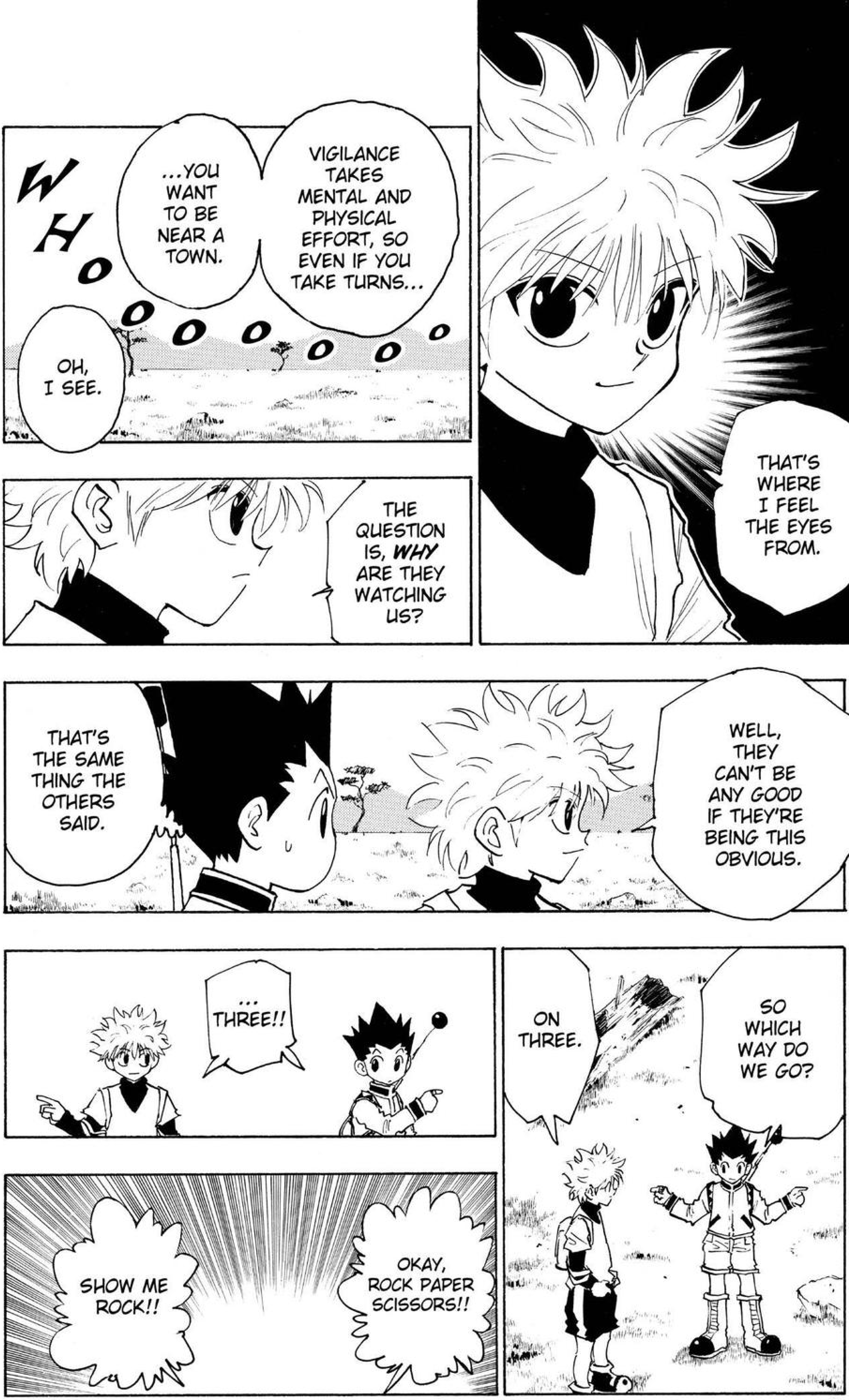
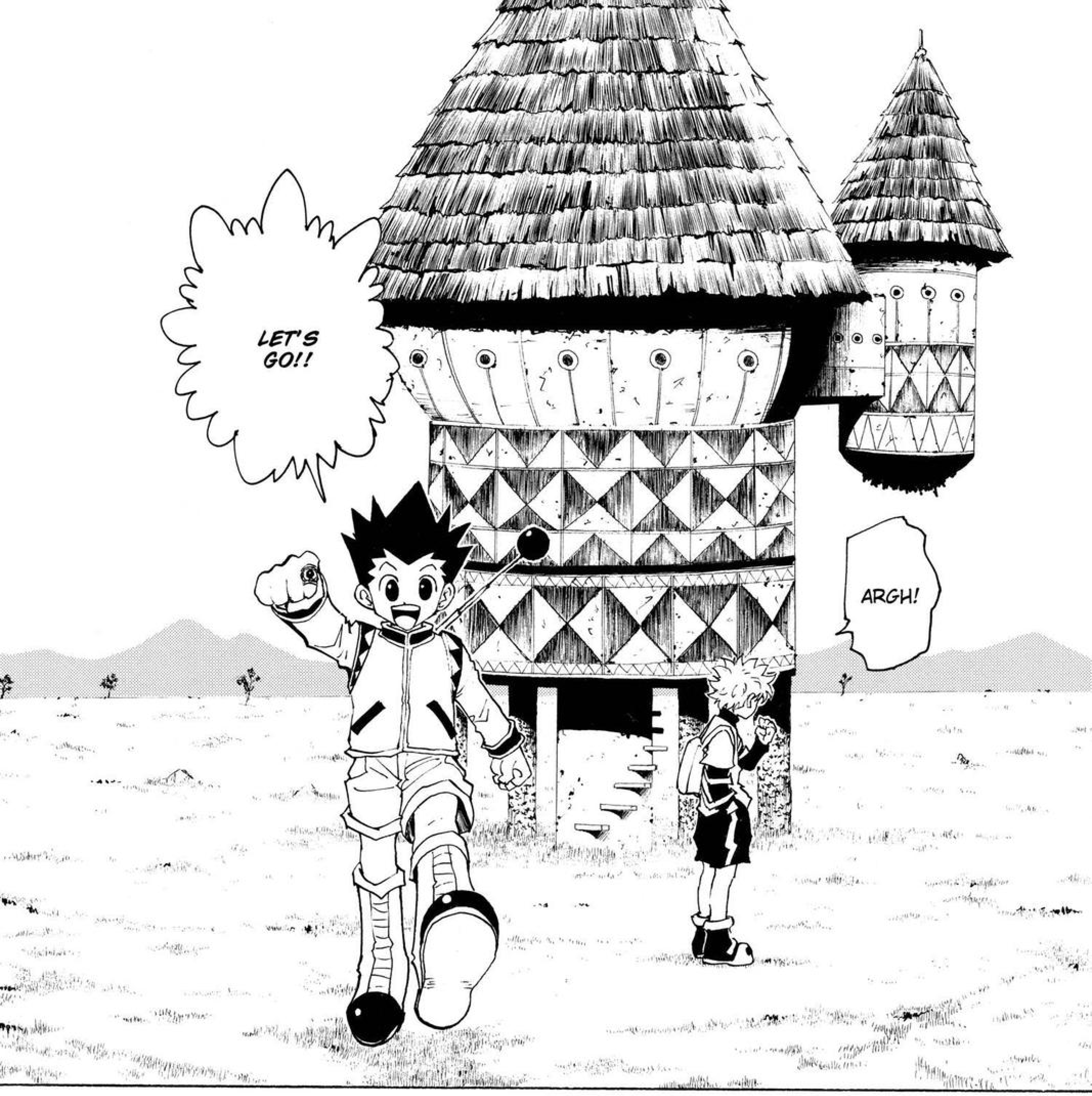
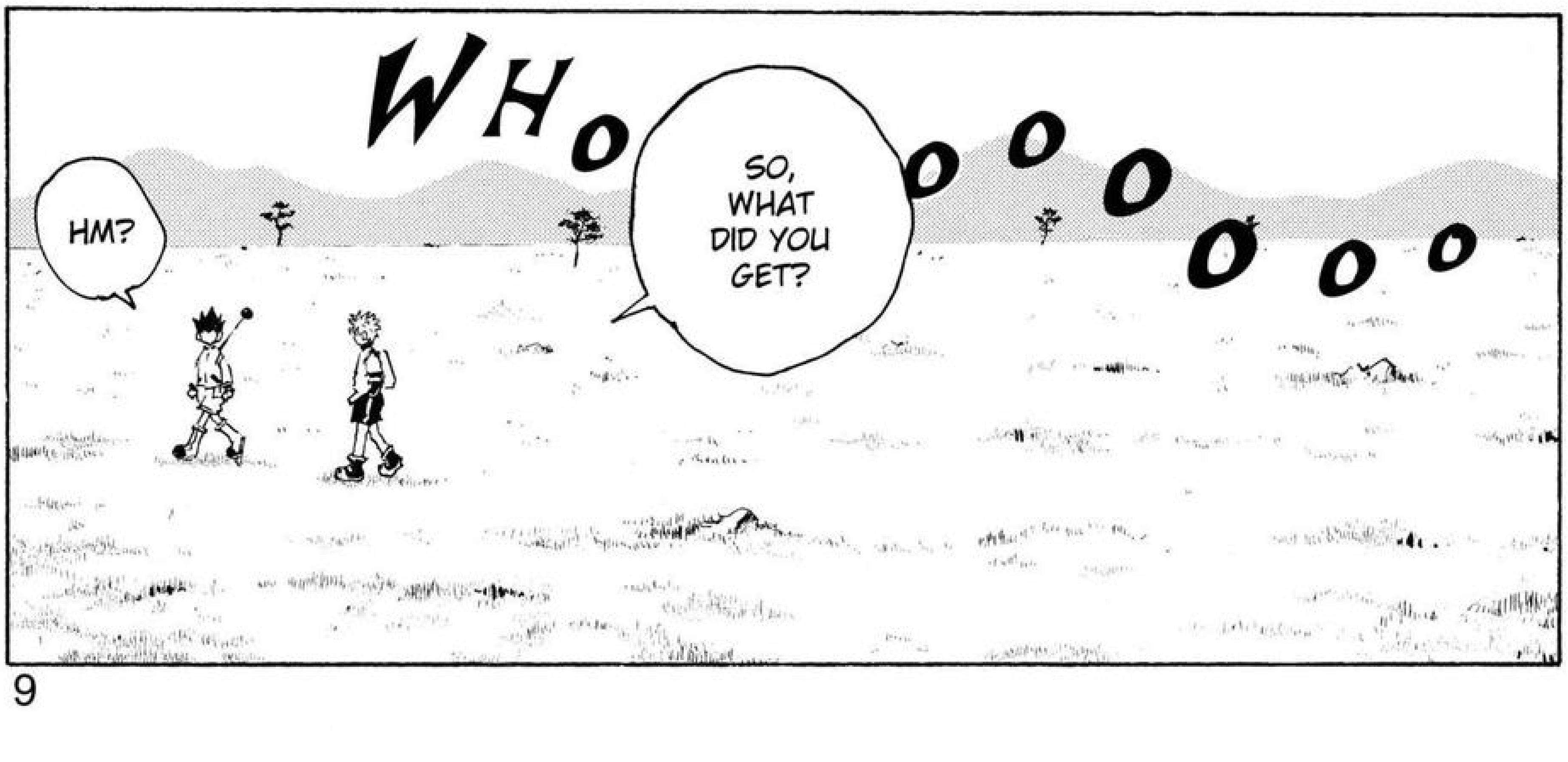
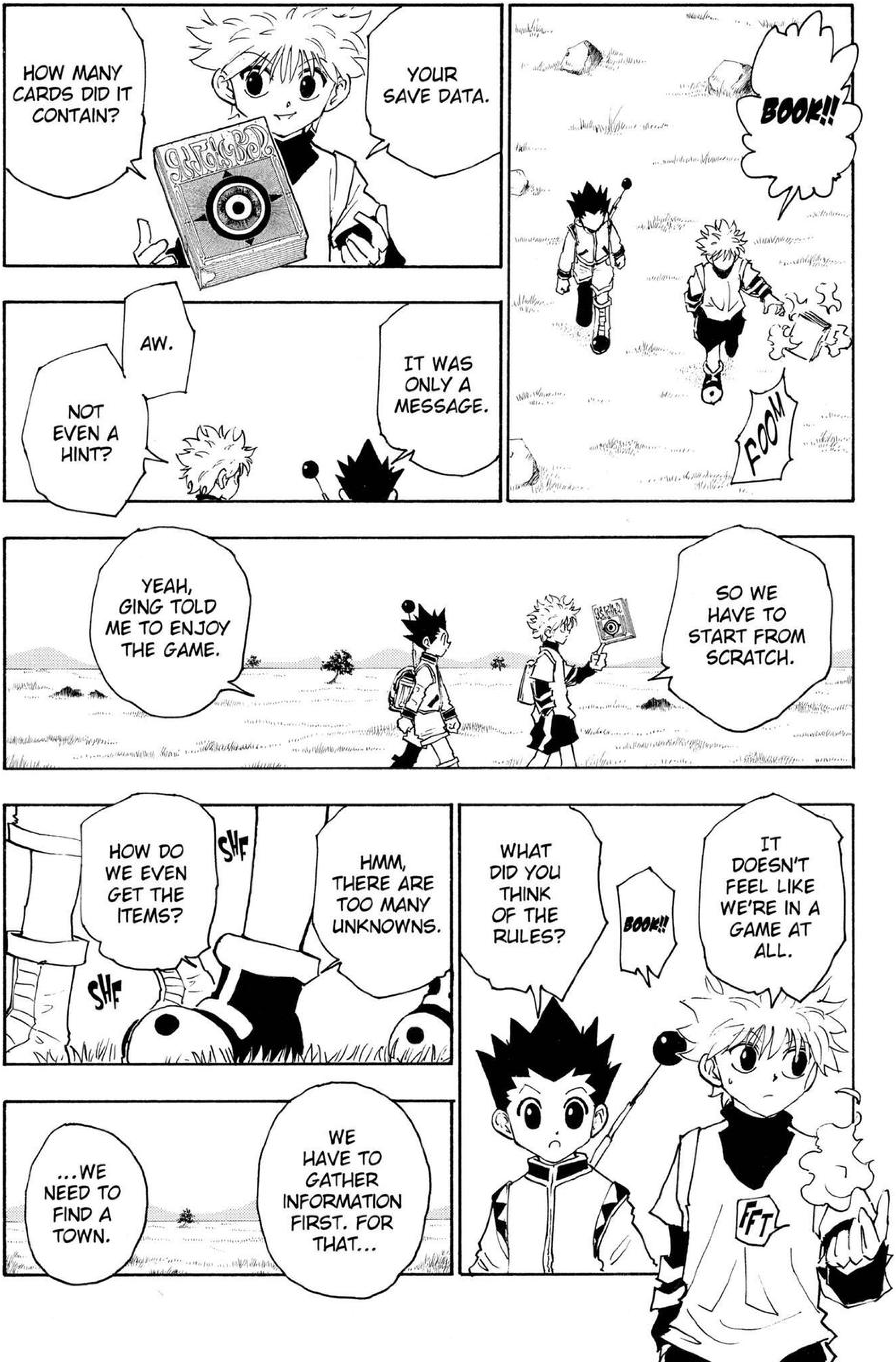

WE'RE BEING WATCHED.
THANKS FOR WAITING.
KILLUA!
A GRASSY PLAIN.
NO SIGN OF A TOWN.
YEAH, BUT I WONDER WHY? EVERYONE...
...HEADED THE SAME WAY.
LEMME GUESS.
THIS WAY AND THAT WAY?
?!
HOW'D YOU KNOW?!

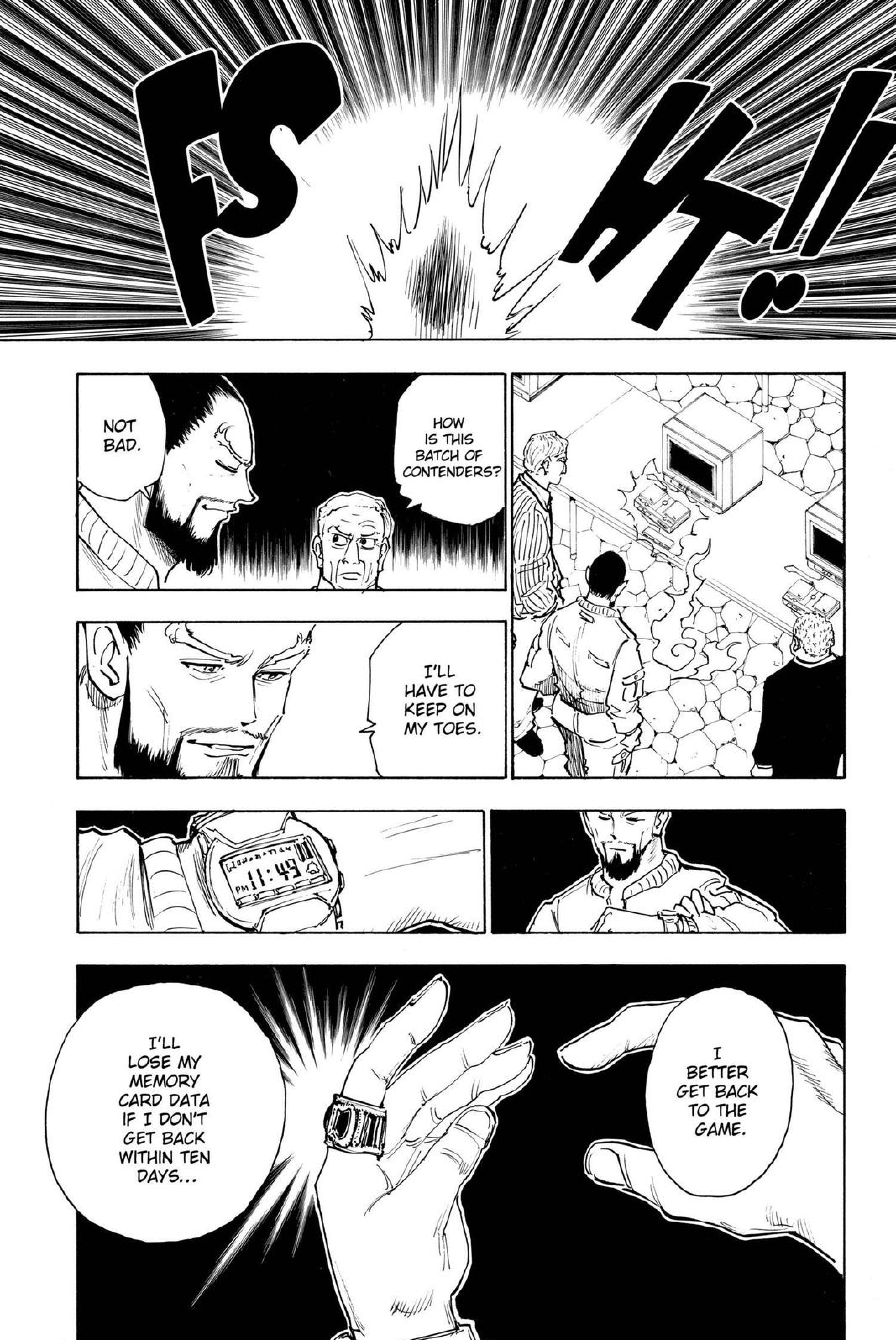
Chapter 128: September 10th: Part 5

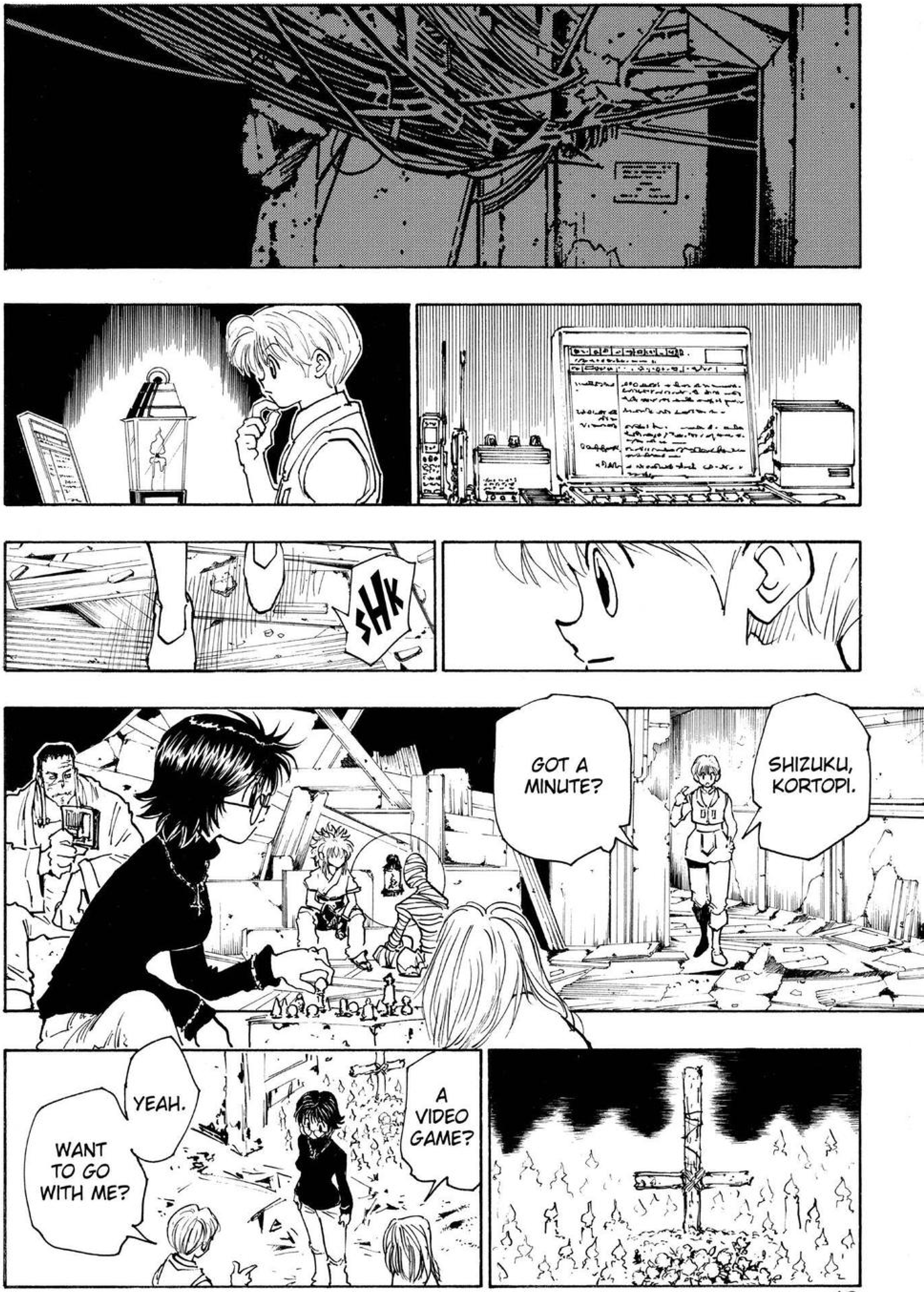

THAT'S WHERE I FEEL THE EYES FROM.
VIGILANCE TAKES MENTAL AND PHYSICAL EFFORT, SO EVEN IF YOU TAKE TURNS...
...YOU WANT TO BE NEAR A TOWN.
WHOOOOOOOOO
OH, I SEE.
THE QUESTION IS, *WHY* ARE THEY WATCHING US?
WELL, THEY CAN'T BE ANY GOOD IF THEY'RE BEING THIS OBVIOUS.
THAT'S THE SAME THING THE OTHERS SAID.
SO WHICH WAY DO WE GO?
ON THREE.
... THREE!!
OKAY, ROCK PAPER SCISSORS!!
SHOW ME ROCK!!


LET'S GO!!
ARGH!

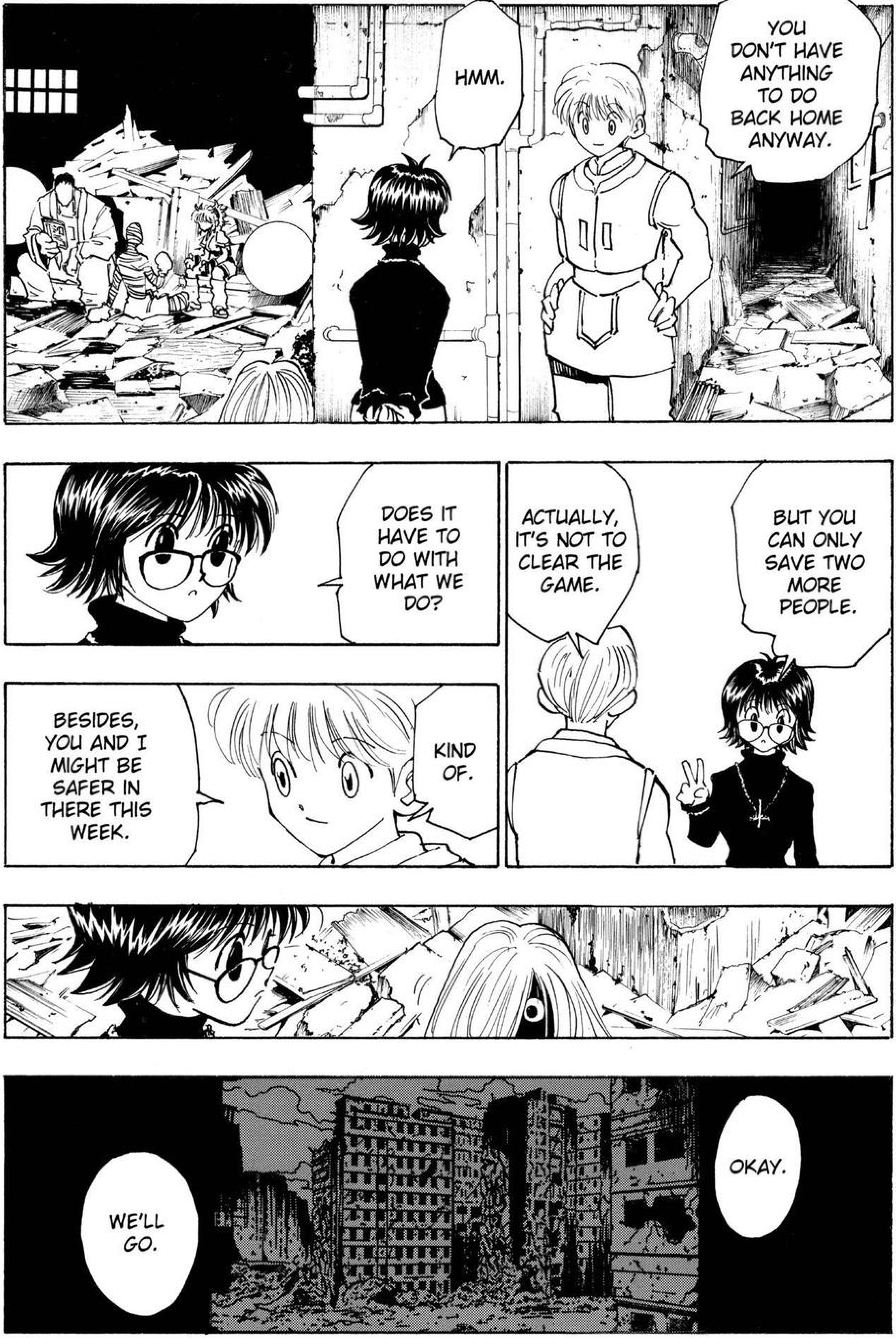

WHOOOOOOOO
SO, WHAT DID YOU GET?
HM?

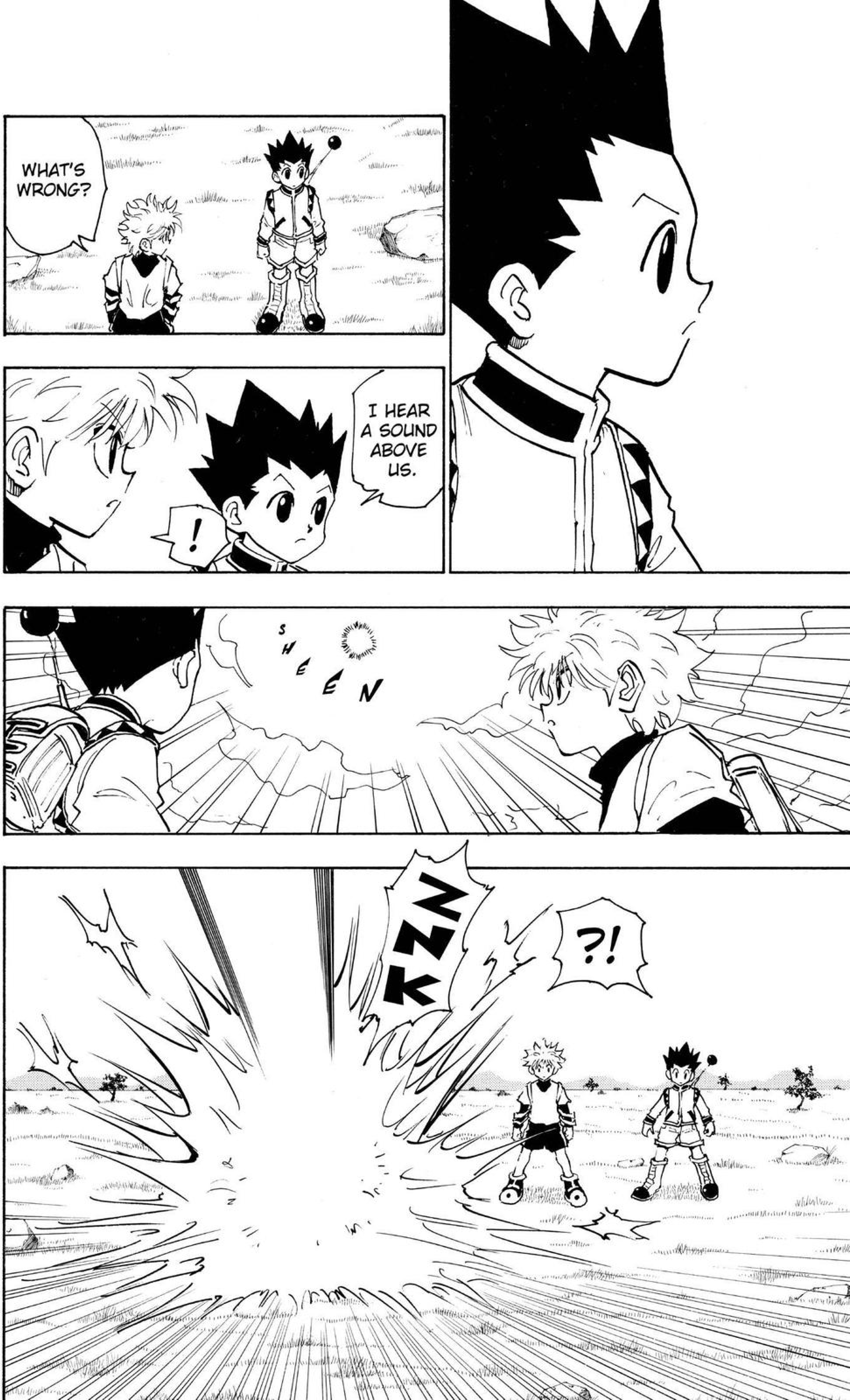

BOOK!!
FOOM
YOUR SAVE DATA.
HOW MANY CARDS DID IT CONTAIN?
IT WAS ONLY A MESSAGE.
AW.
NOT EVEN A HINT?
SO WE HAVE TO START FROM SCRATCH.
YEAH, GING TOLD ME TO ENJOY THE GAME.
IT DOESN'T FEEL LIKE WE'RE IN A GAME AT ALL.
BOOK!!
WHAT DID YOU THINK OF THE RULES?
FFT
HMM, THERE ARE TOO MANY UNKNOWNS.
SHF
HOW DO WE EVEN GET THE ITEMS?
SHF
WE HAVE TO GATHER INFORMATION FIRST. FOR THAT...
...WE NEED TO FIND A TOWN.

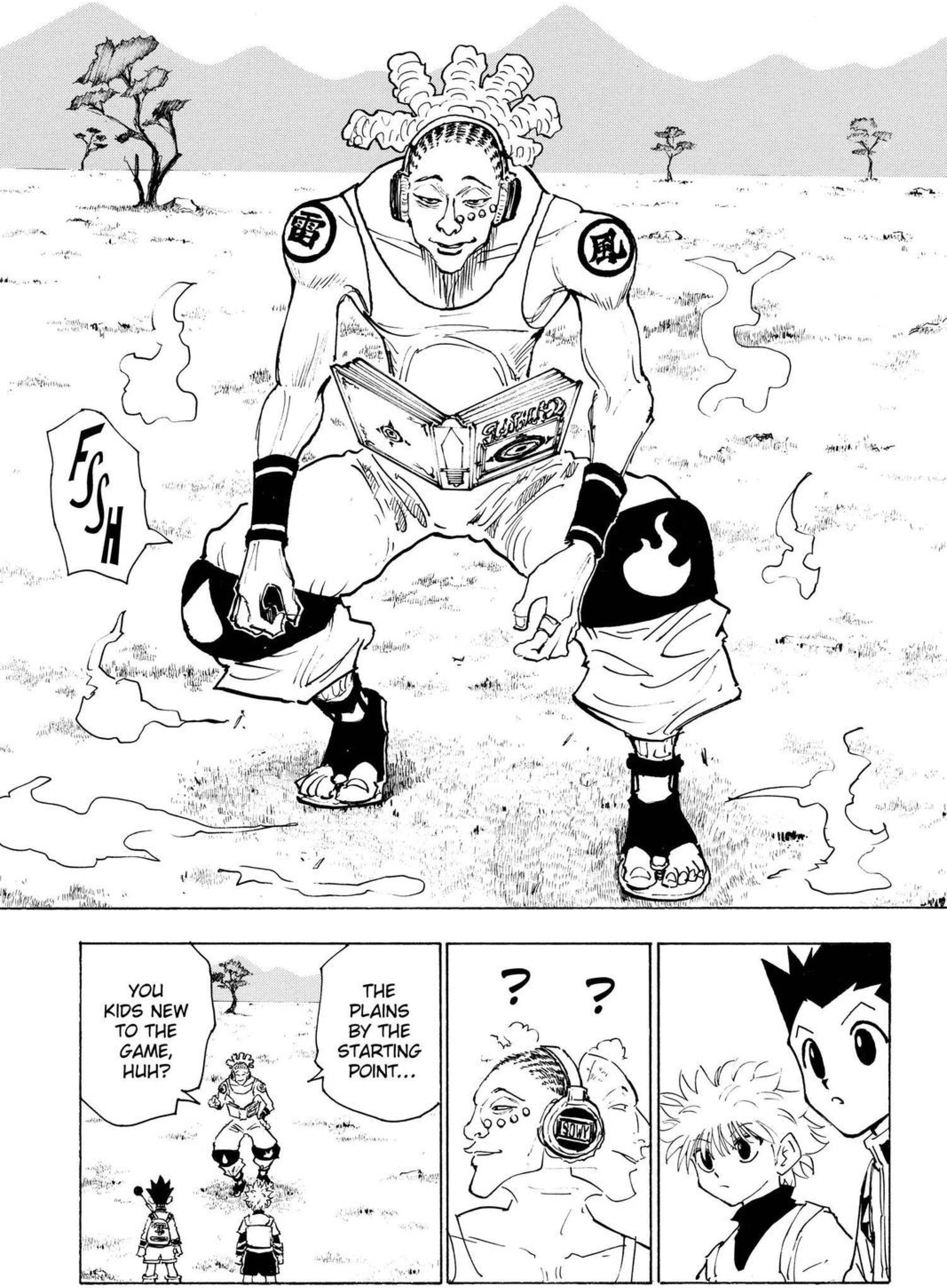

FSSHT!!
HOW IS THIS BATCH OF CONTENDERS?
NOT BAD.
I'LL HAVE TO KEEP ON MY TOES.
PM 11:49
I BETTER GET BACK TO THE GAME.
I'LL LOSE MY MEMORY CARD DATA IF I DON'T GET BACK WITHIN TEN DAYS...

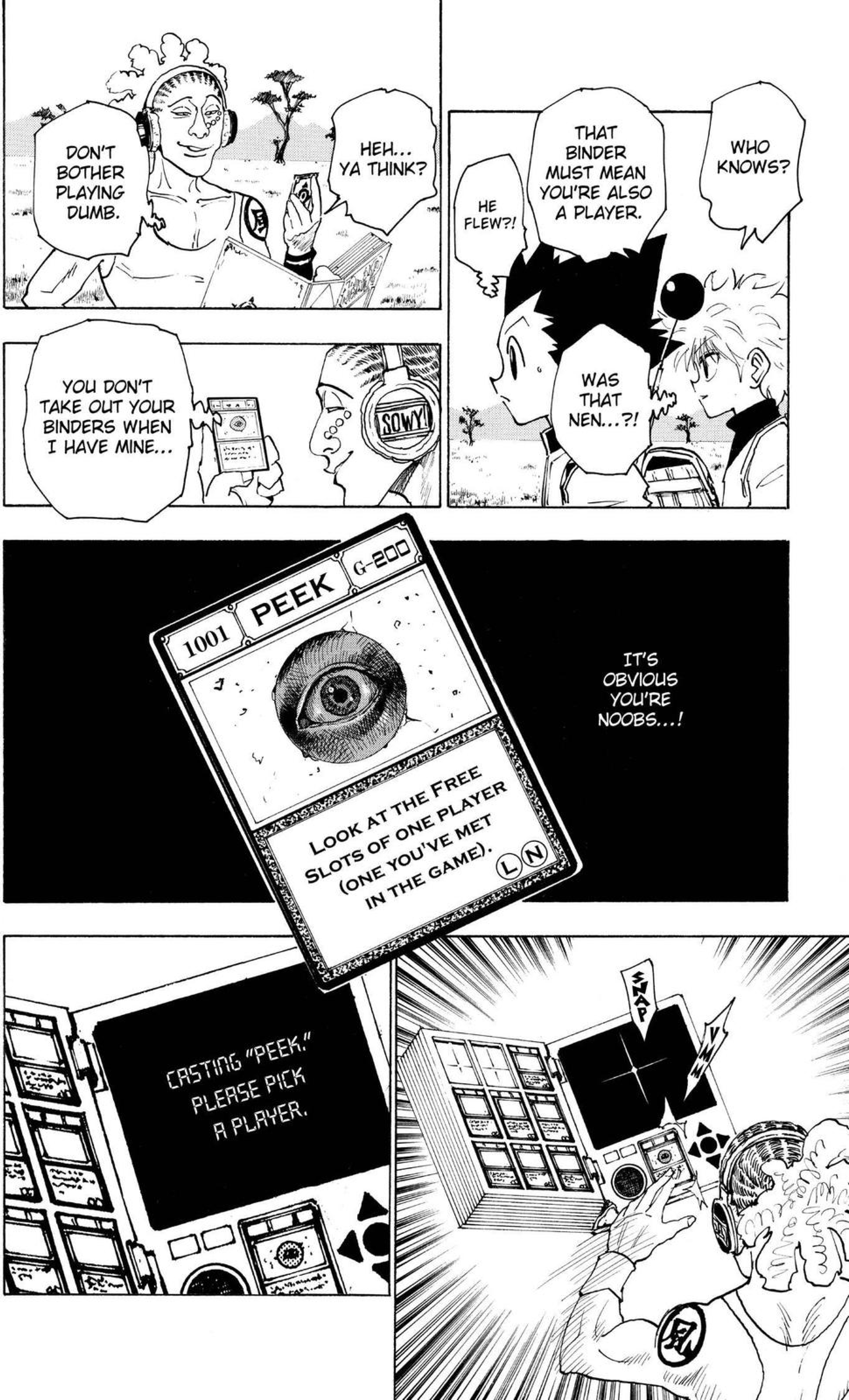

SHK
SHIZUKU, KORTOPI.
GOT A MINUTE?
A VIDEO GAME?
YEAH.
WANT TO GO WITH ME?

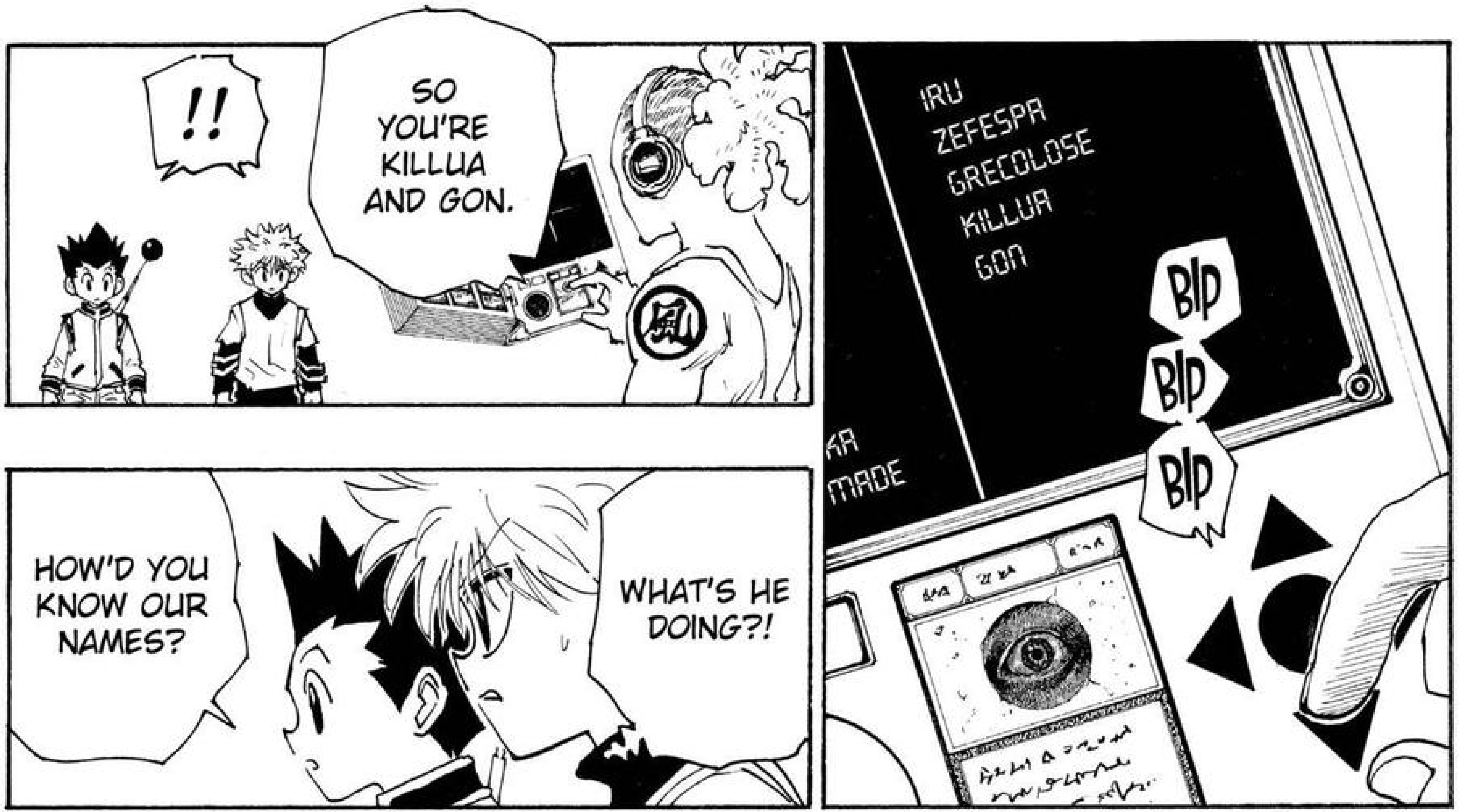
READ THIS WAY


YOU DON'T HAVE ANYTHING TO DO BACK HOME ANYWAY.
HMM.
BUT YOU CAN ONLY SAVE TWO MORE PEOPLE.
ACTUALLY, IT'S NOT TO CLEAR THE GAME.
DOES IT HAVE TO DO WITH WHAT WE DO?
KIND OF.
BESIDES, YOU AND I MIGHT BE SAFER IN THERE THIS WEEK.
OKAY.
WE'LL GO.

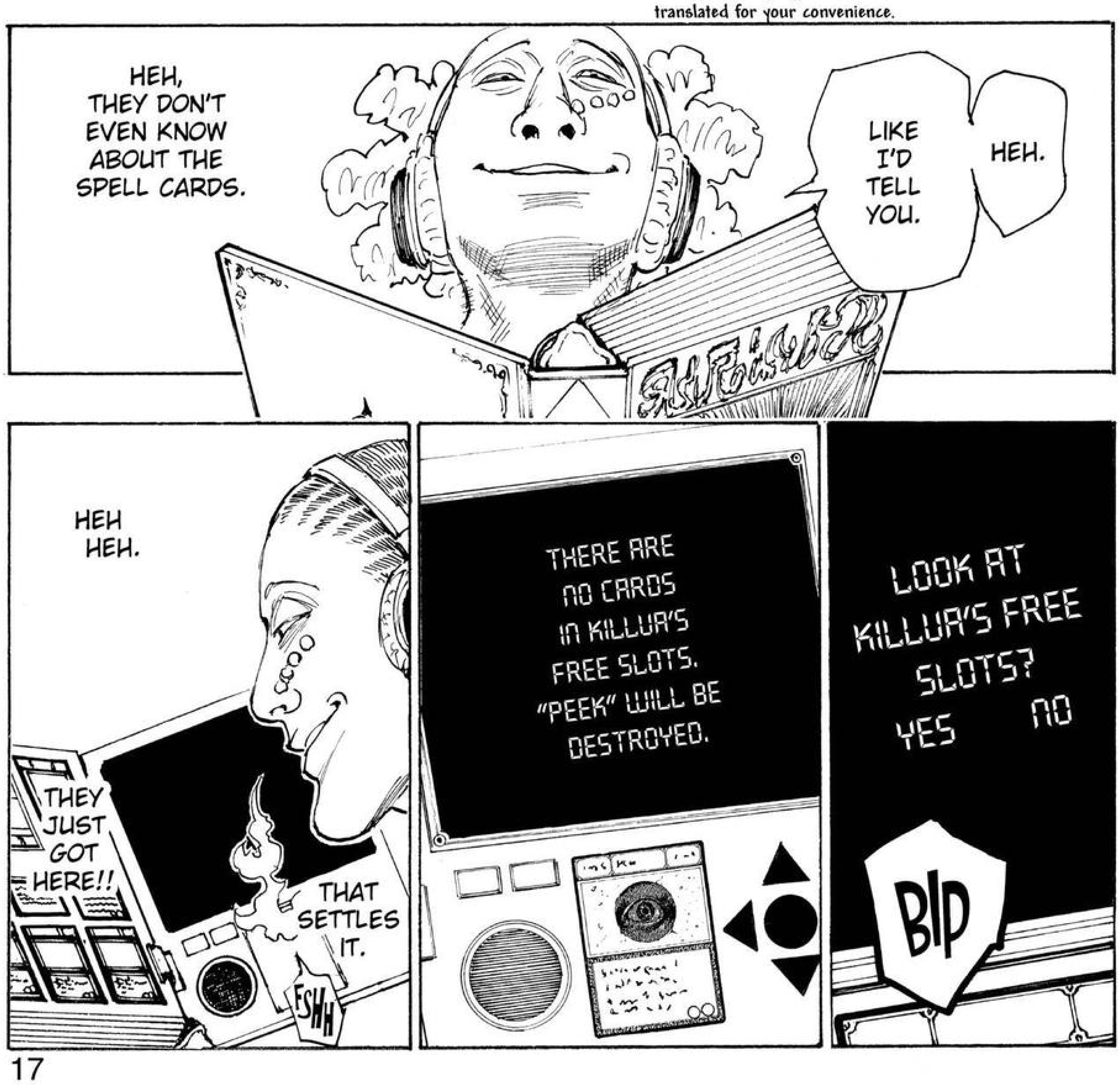

WHAT'S WRONG?
I HEAR A SOUND ABOVE US.
!
SHEEN
ZNK
?!

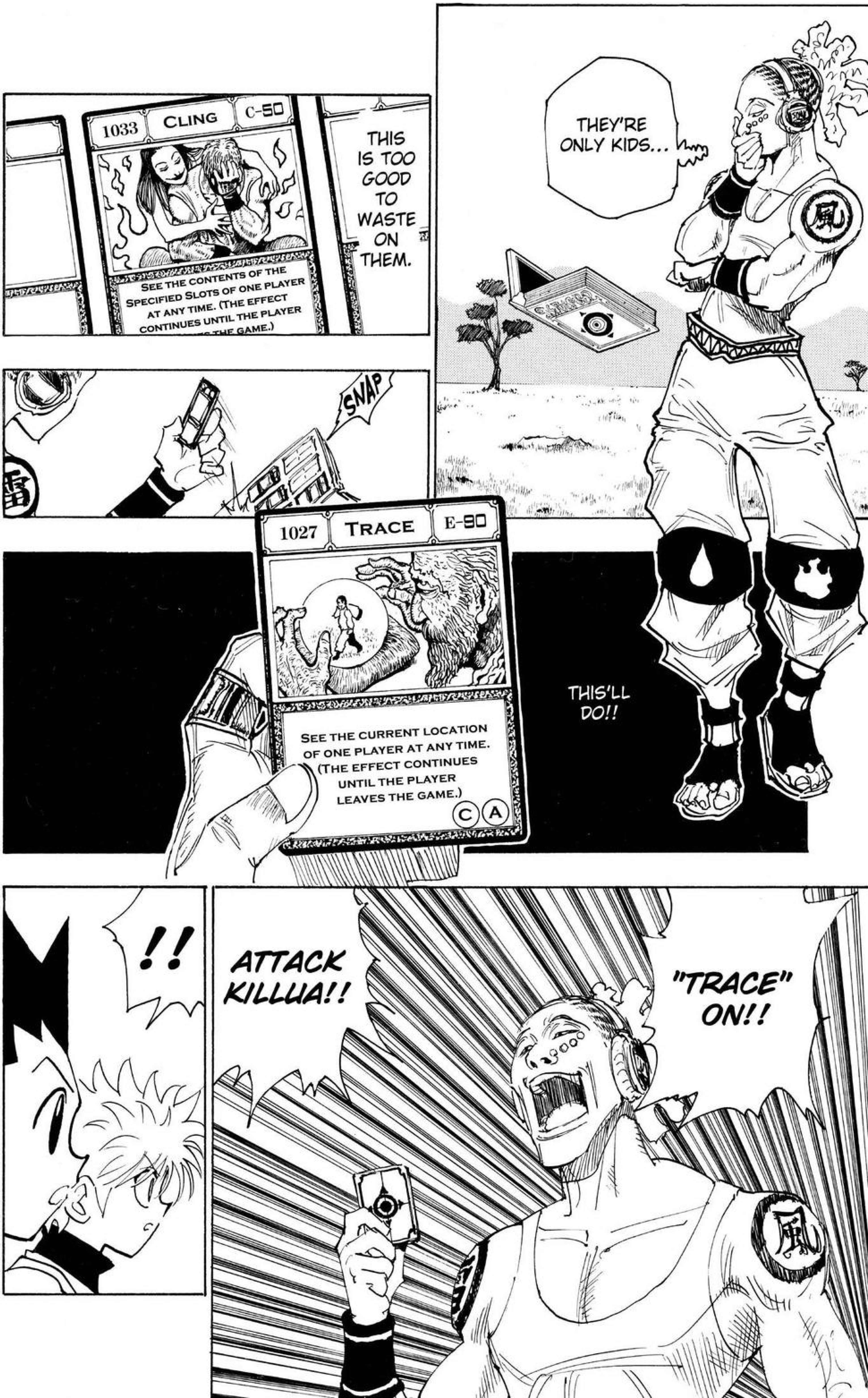

FSSH
? ?
THE PLAINS BY THE STARTING POINT…
YOU KIDS NEW TO THE GAME, HUH?

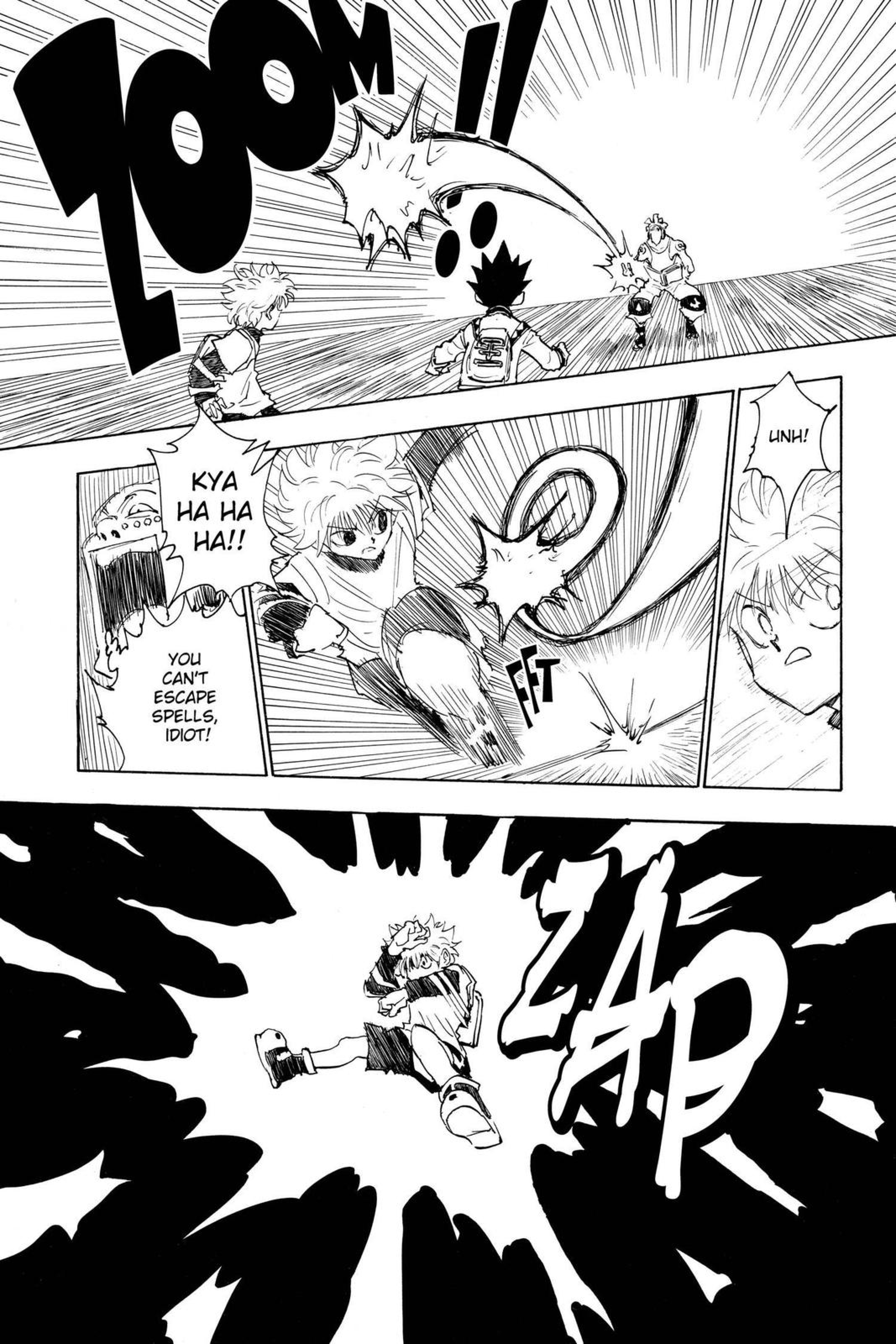

HE FLEW?!
WAS THAT NEN...?!
THAT BINDER MUST MEAN YOU'RE ALSO A PLAYER.
WHO KNOWS?
HEH... YA THINK?
DON'T BOTHER PLAYING DUMB.
YOU DON'T TAKE OUT YOUR BINDERS WHEN I HAVE MINE...
SOWY!
IT'S OBVIOUS YOU'RE NOOBS...!
1001
PEEK
G-200
LOOK AT THE FREE SLOTS OF ONE PLAYER (ONE YOU'VE MET IN THE GAME).
L
N
SNAP
VWM
CASTING "PEEK." PLEASE PICK A PLAYER.

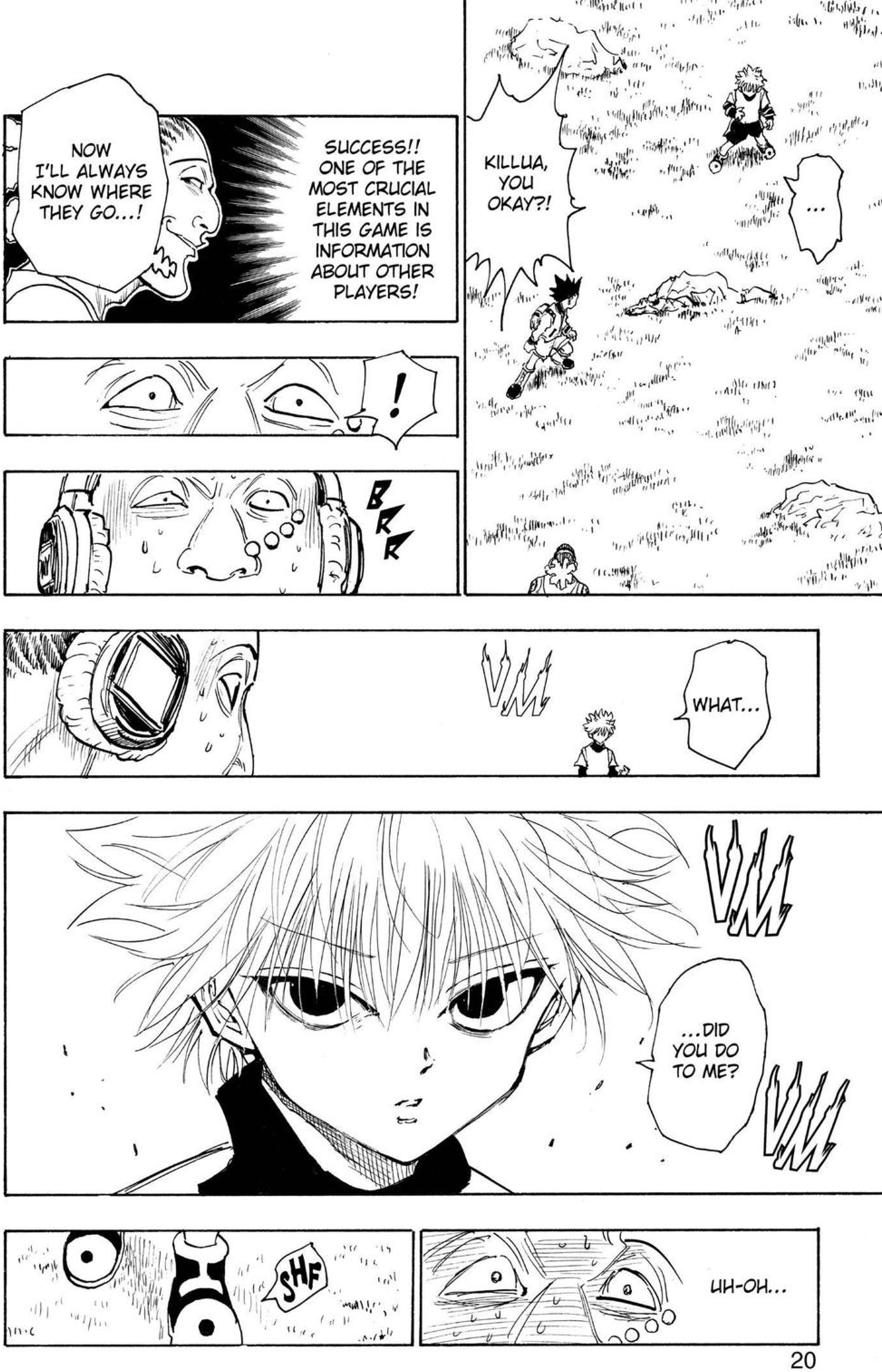

IRU
ZEFESPA
GRECOLOSE
KILLUA
GON
KA
MADE
BIP
BIP
BIP
SO YOU'RE KILLUA AND GON.
!!
WHAT'S HE DOING?!
HOW'D YOU KNOW OUR NAMES?

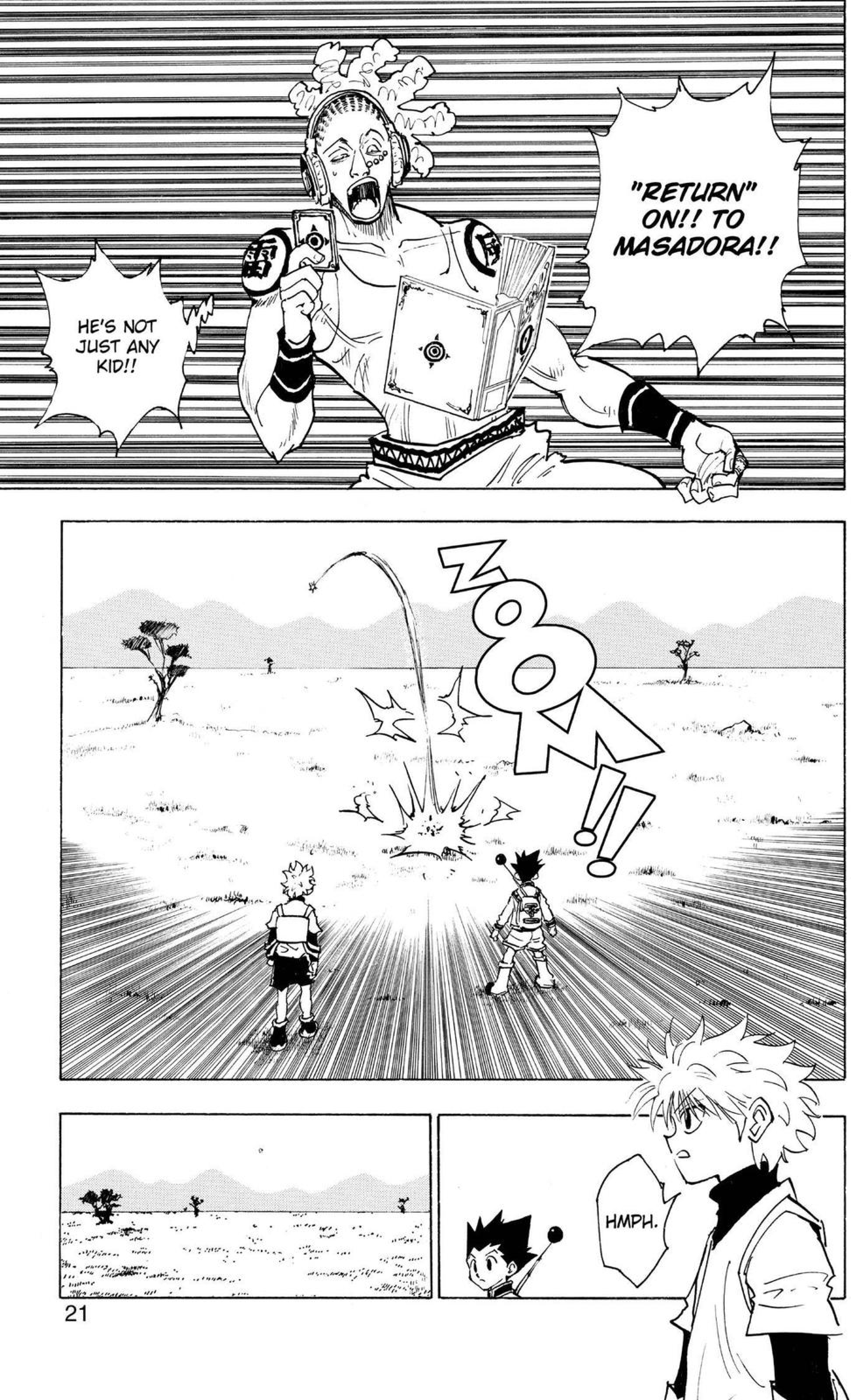
*The Hunter language on cards and screens is translated for your convenience.


HEH.
LIKE I'D TELL YOU.
HEH, THEY DON'T EVEN KNOW ABOUT THE SPELL CARDS.
LOOK AT KILLUA'S FREE SLOTS?
YES NO
BIP
THERE ARE NO CARDS IN KILLUA'S FREE SLOTS. "PEEK" WILL BE DESTROYED.
HEH HEH.
THEY JUST GOT HERE!!
THAT SETTLES IT.
FSHH

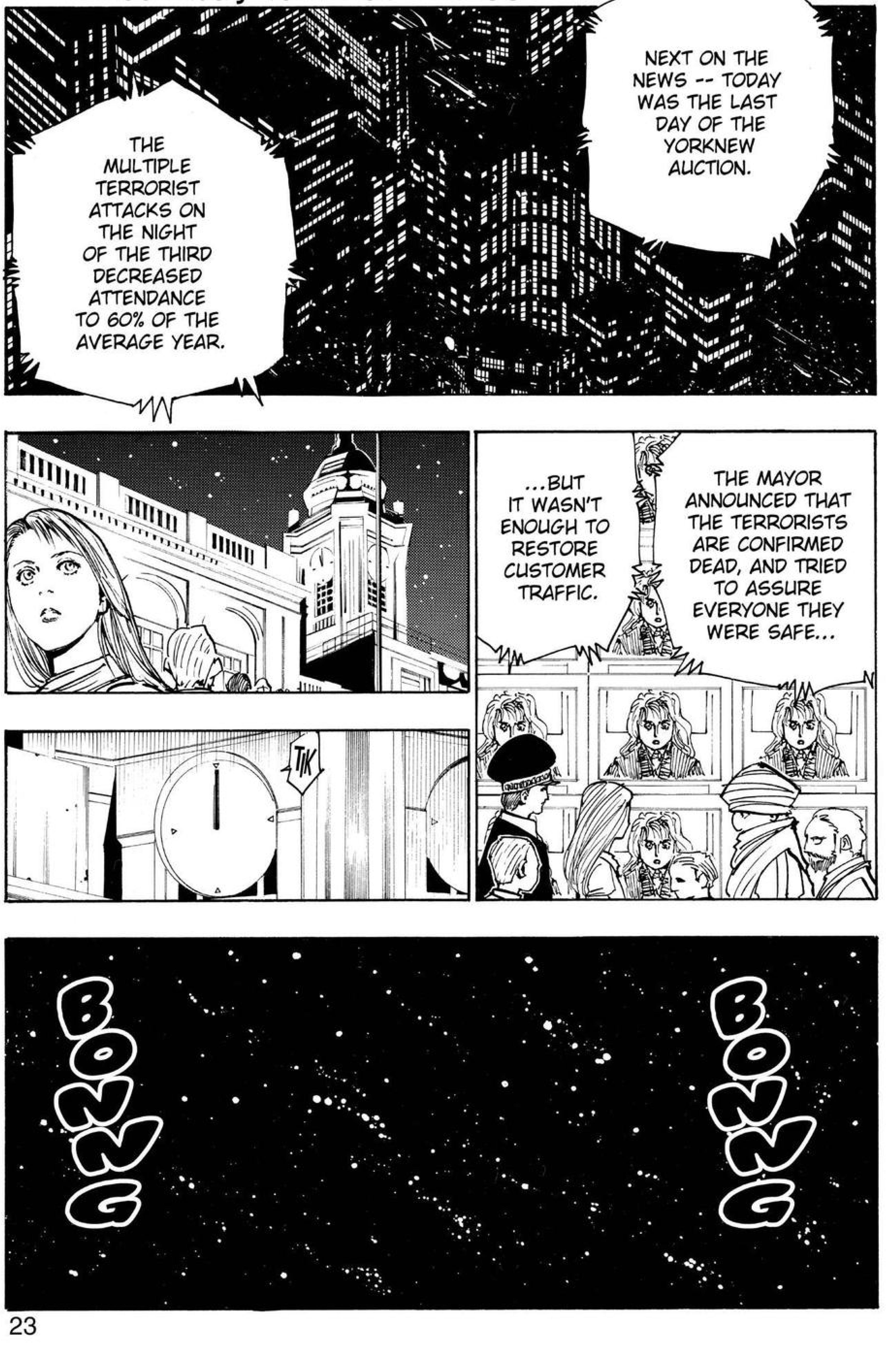

THEY'RE ONLY KIDS...
THIS IS TOO GOOD TO WASTE ON THEM.
1033 CLING C-50
SEE THE CONTENTS OF THE SPECIFIED SLOTS OF ONE PLAYER AT ANY TIME. (THE EFFECT CONTINUES UNTIL THE PLAYER
VES THE GAME.)
SNAP
1027 TRACE E-80
SEE THE CURRENT LOCATION OF ONE PLAYER AT ANY TIME. (THE EFFECT CONTINUES UNTIL THE PLAYER LEAVES THE GAME.)
C A
THIS'LL DO!!
"TRACE" ON!!
ATTACK KILLUA!!
!!


ZOOM!!
UNH!
FFT
KYA HA HA HA!!
YOU CAN'T ESCAPE SPELLS, IDIOT!
ZAP


KILLUA, YOU OKAY?!
...
SUCCESS!! ONE OF THE MOST CRUCIAL ELEMENTS IN THIS GAME IS INFORMATION ABOUT OTHER PLAYERS!
NOW I'LL ALWAYS KNOW WHERE THEY GO...!
!
BRR
WHAT...
VM
...DID YOU DO TO ME?
VM
VM
UH-OH...
SHF

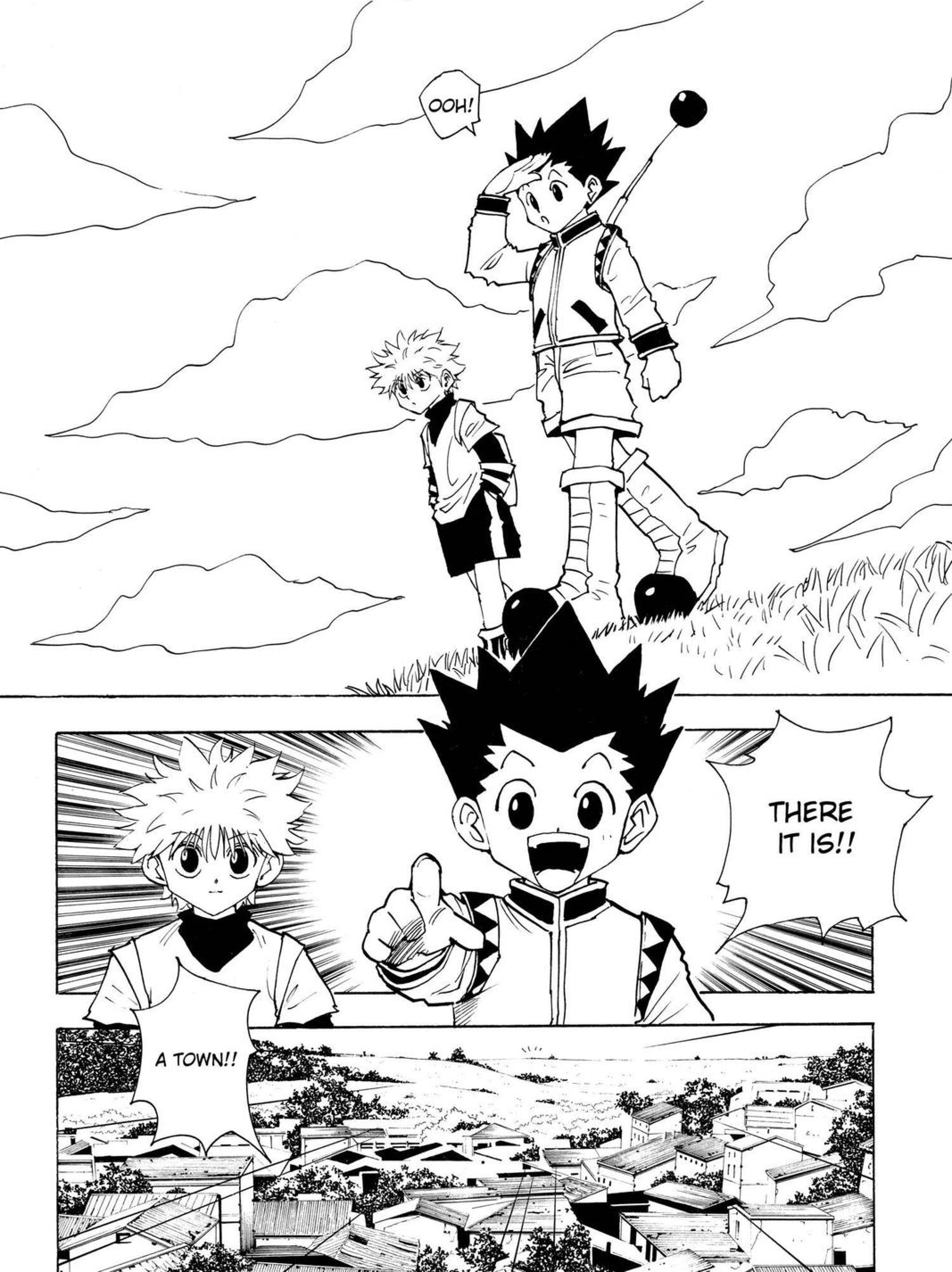

"RETURN" ON!! TO MASADORA!!
HE'S NOT JUST ANY KID!!
ZOOM!!
HMPH.

Chapter 129: Antokiba, Town of Prizes

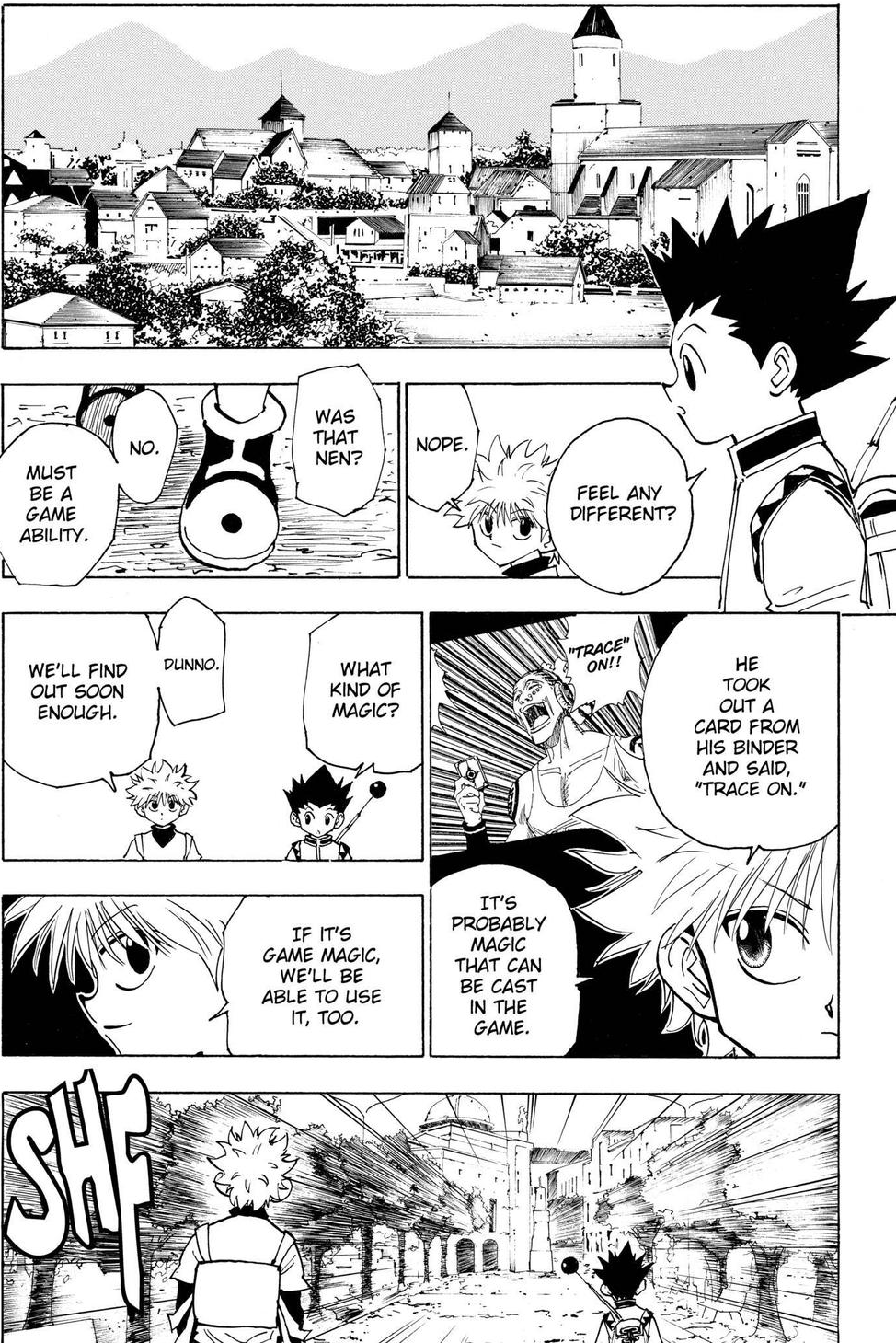

NEXT ON THE NEWS -- TODAY WAS THE LAST DAY OF THE YORKNEW AUCTION.
THE MULTIPLE TERRORIST ATTACKS ON THE NIGHT OF THE THIRD DECREASED ATTENDANCE TO 60% OF THE AVERAGE YEAR.
THE MAYOR ANNOUNCED THAT THE TERRORISTS ARE CONFIRMED DEAD, AND TRIED TO ASSURE EVERYONE THEY WERE SAFE...
...BUT IT WASN'T ENOUGH TO RESTORE CUSTOMER TRAFFIC.
TIK
BONG
BONG

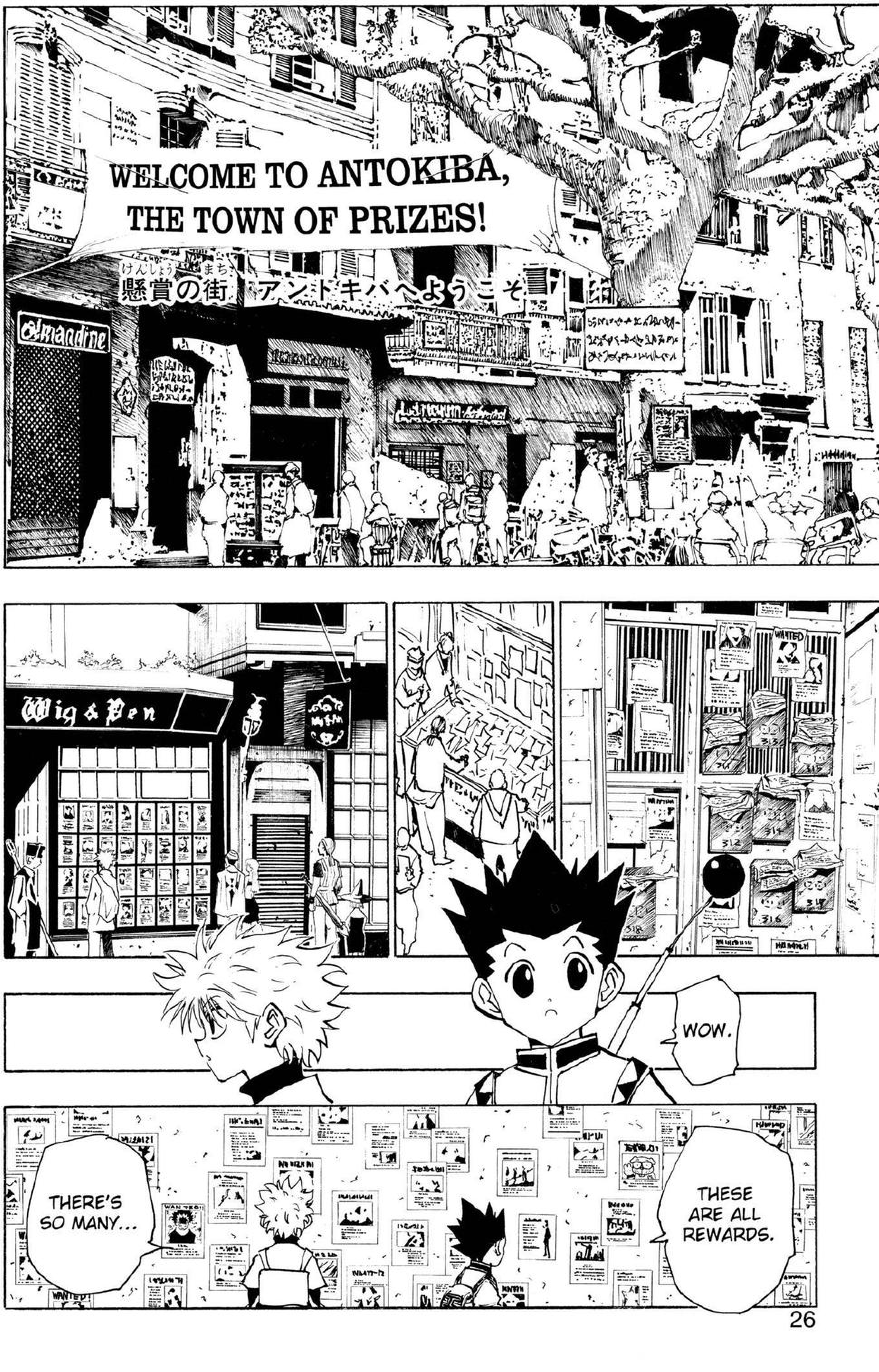
Chapter 129:

Antokiba, Town of Prizes

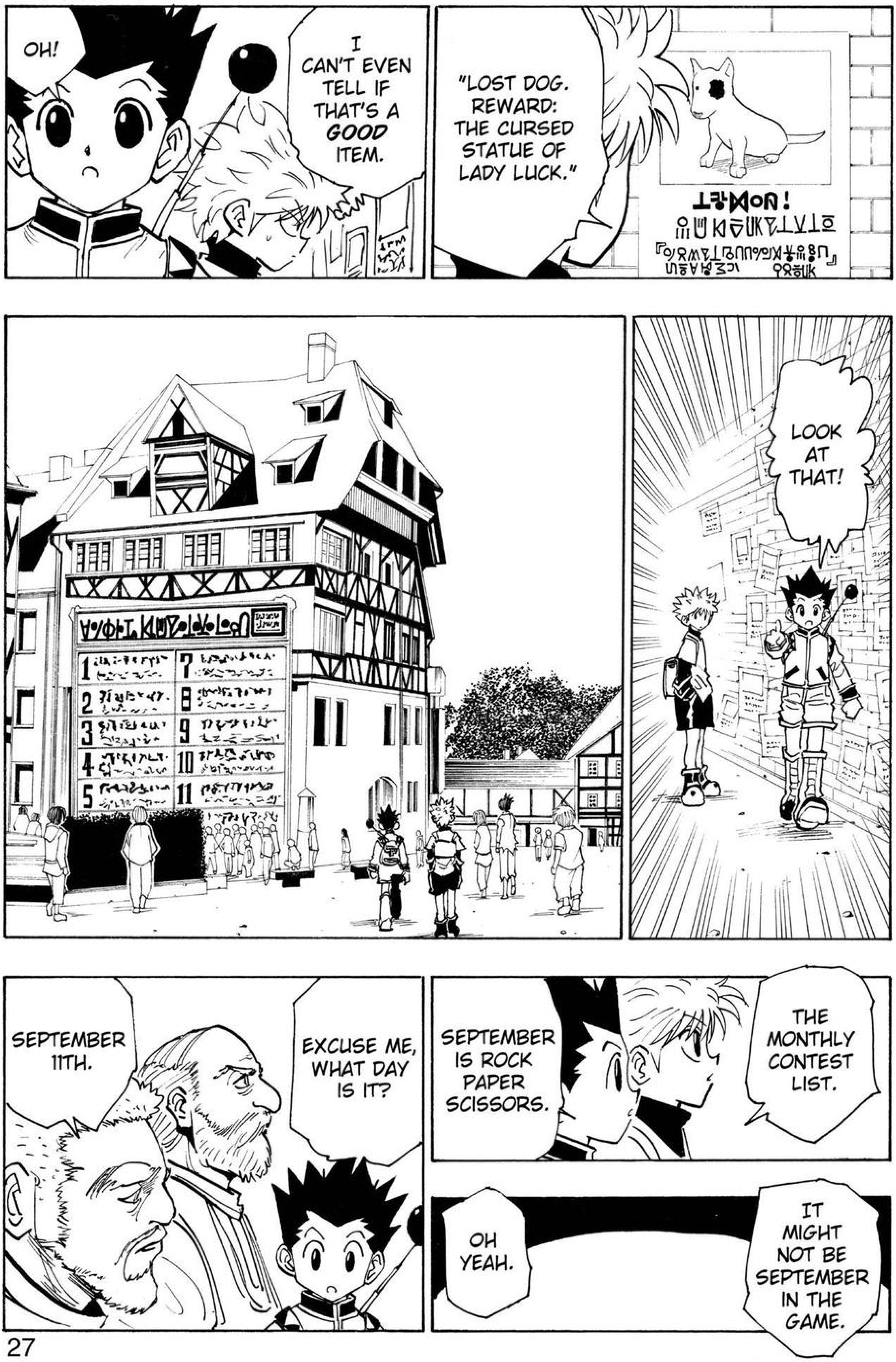

OOH!
THERE IT IS!!
A TOWN!!

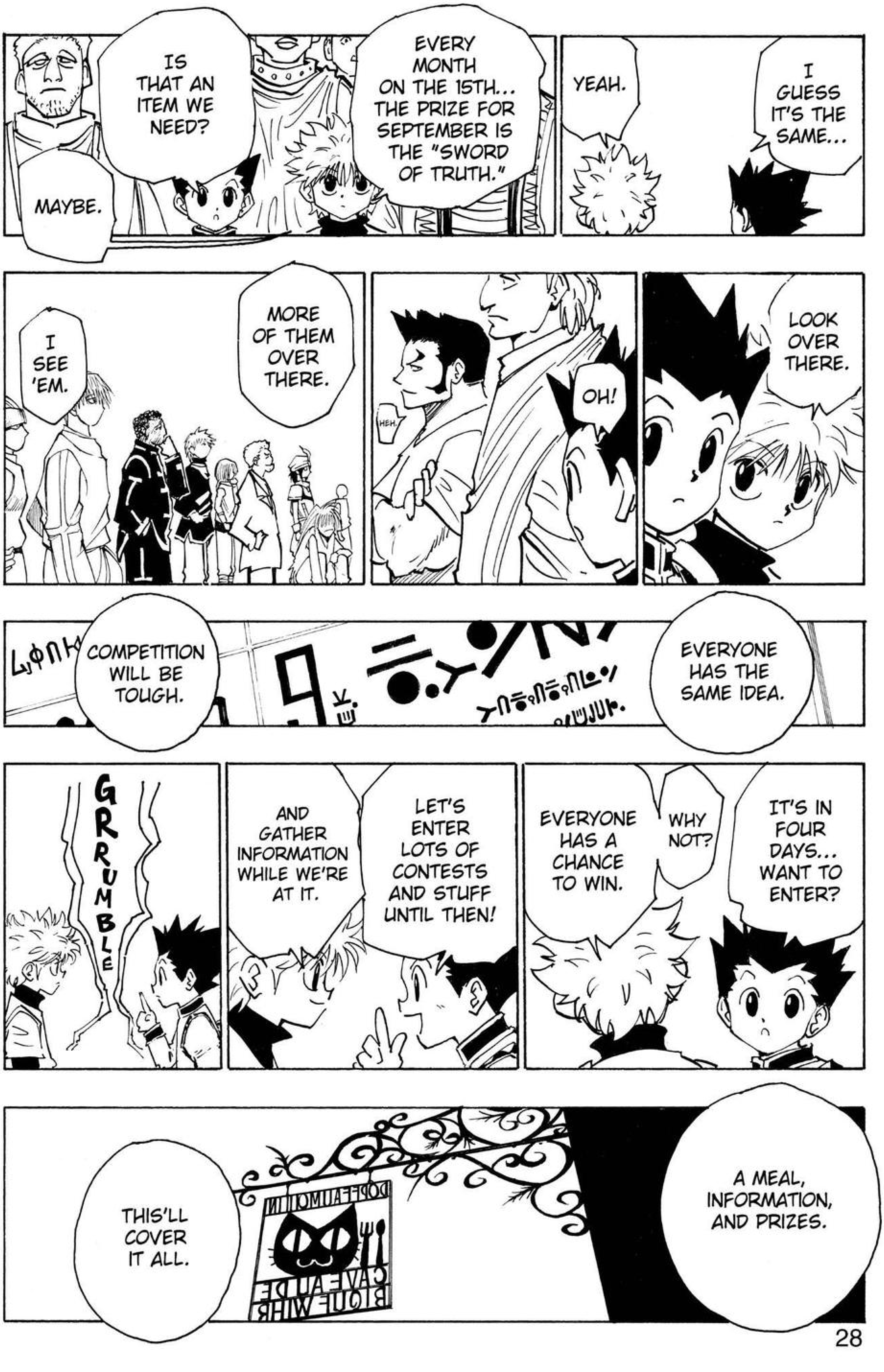
READ THIS WAY

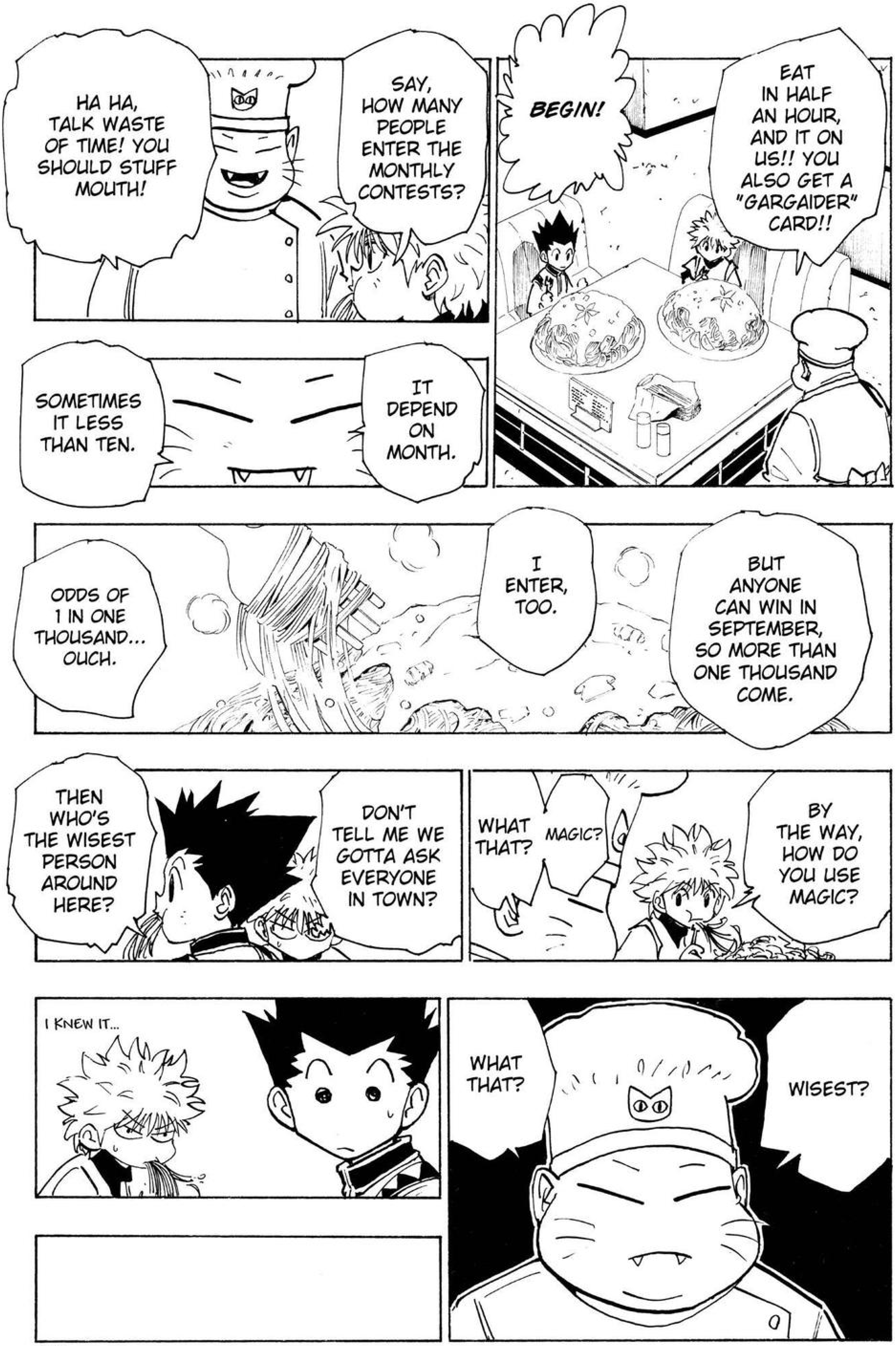

FEEL ANY DIFFERENT?
NOPE.
WAS THAT NEN?
NO.
MUST BE A GAME ABILITY.
HE TOOK OUT A CARD FROM HIS BINDER AND SAID, "TRACE ON."
"TRACE" ON!!
WHAT KIND OF MAGIC?
DUNNO.
WE'LL FIND OUT SOON ENOUGH.
IT'S PROBABLY MAGIC THAT CAN BE CAST IN THE GAME.
IF IT'S GAME MAGIC, WE'LL BE ABLE TO USE IT, TOO.
SHF

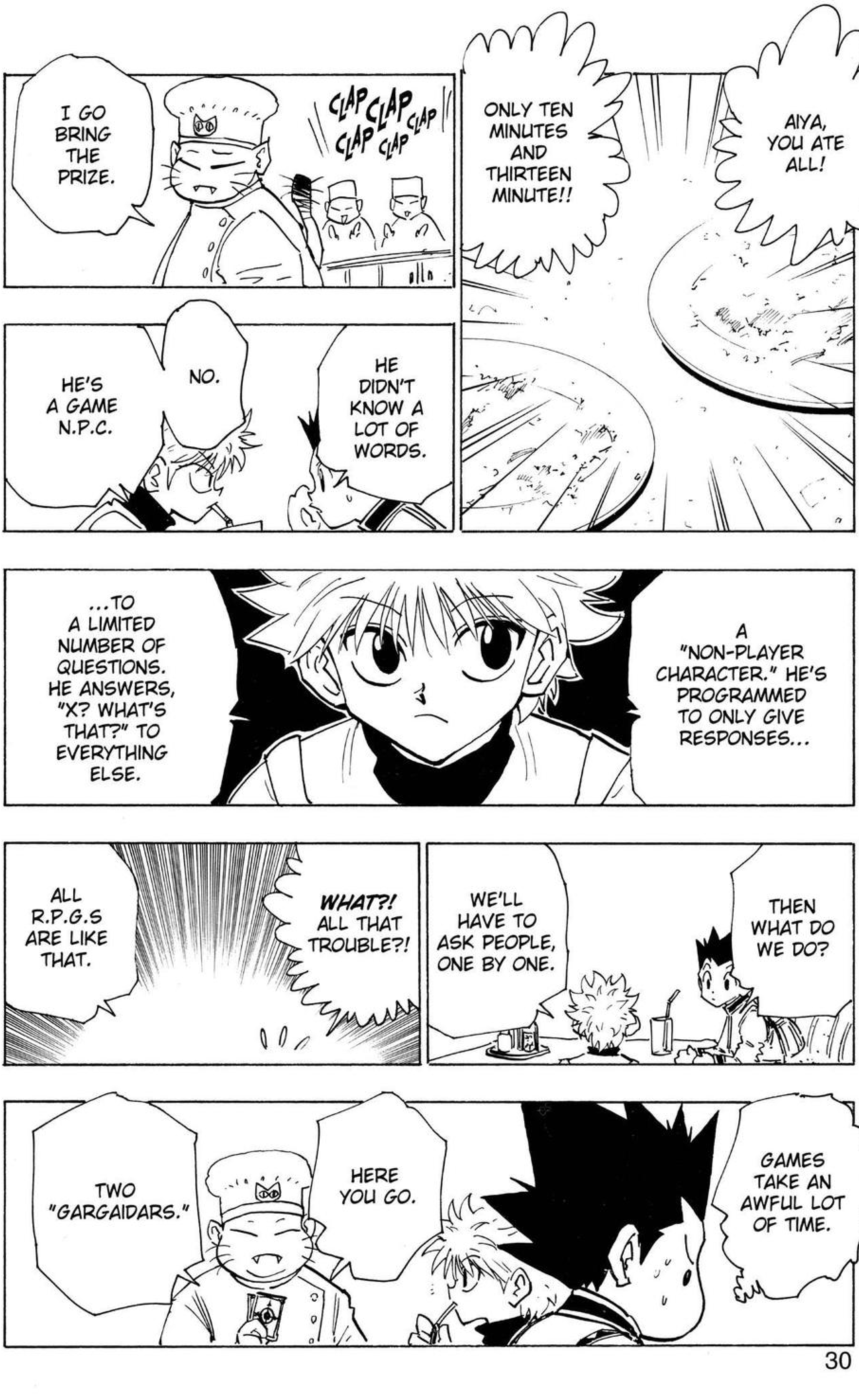

WELCOME TO ANTOKIBA, THE TOWN OF PRIZES!
懸賞（けんしょう）の街（まち） アントキバへようこそ
Olmandine
Wig & Pen
WOW.
THESE ARE ALL REWARDS.
THERE'S SO MANY...

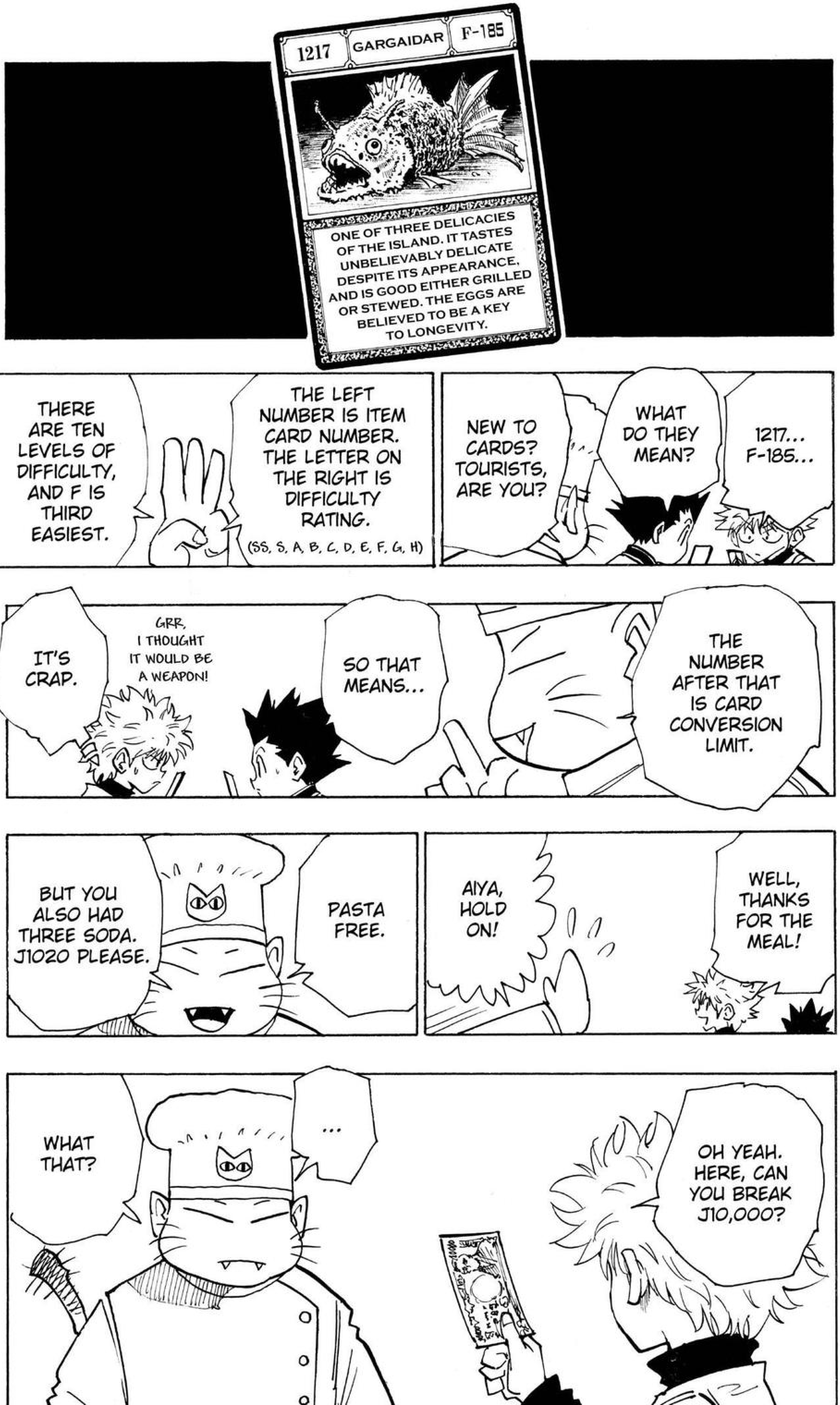
READ THIS WAY

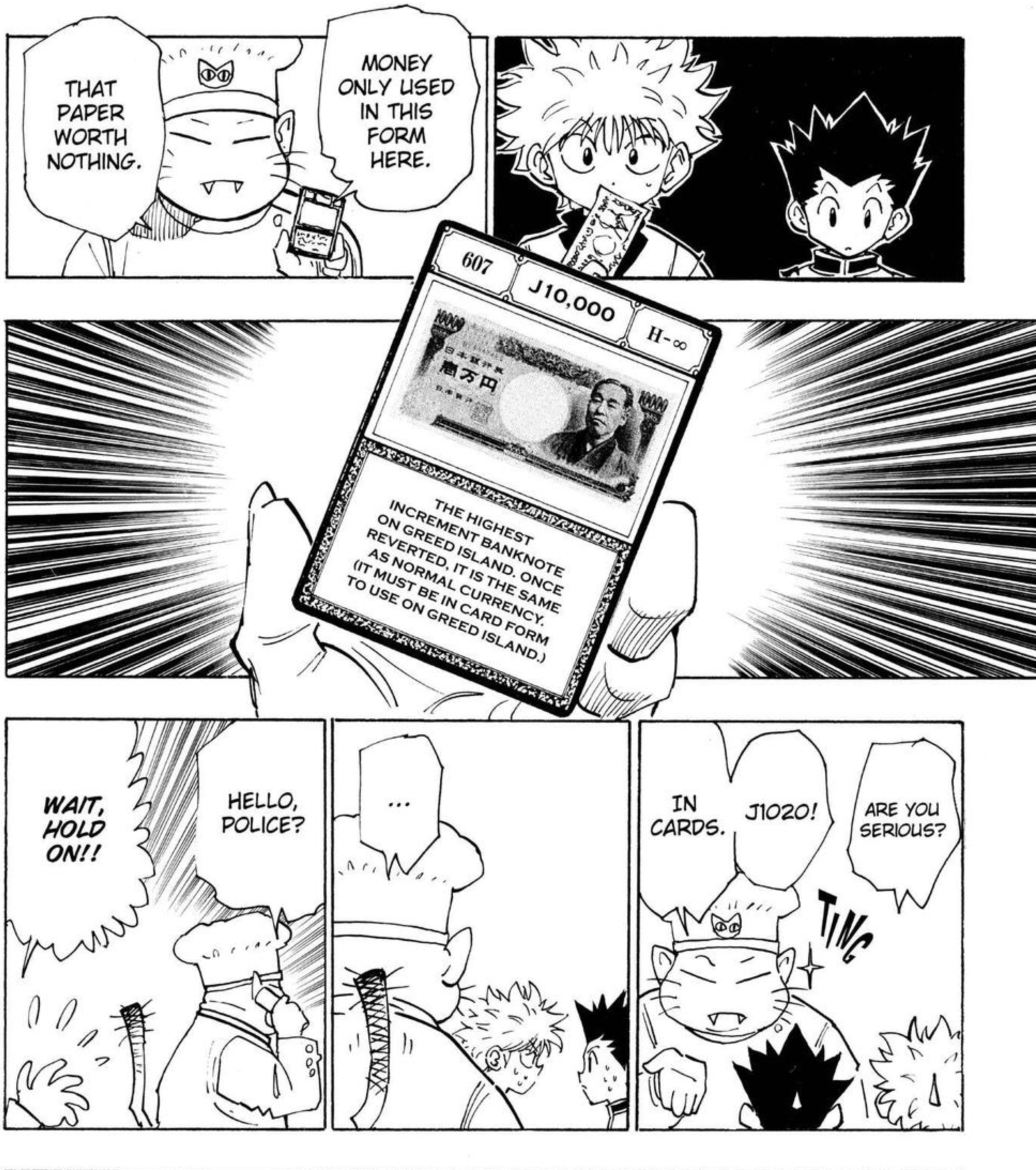

"LOST DOG. REWARD: THE CURSED STATUE OF LADY LUCK."
I CAN'T EVEN TELL IF THAT'S A GOOD ITEM.
OH!
LOOK AT THAT!
THE MONTHLY CONTEST LIST.
SEPTEMBER IS ROCK PAPER SCISSORS.
IT MIGHT NOT BE SEPTEMBER IN THE GAME.
OH YEAH.
EXCUSE ME, WHAT DAY IS IT?
SEPTEMBER 11TH.

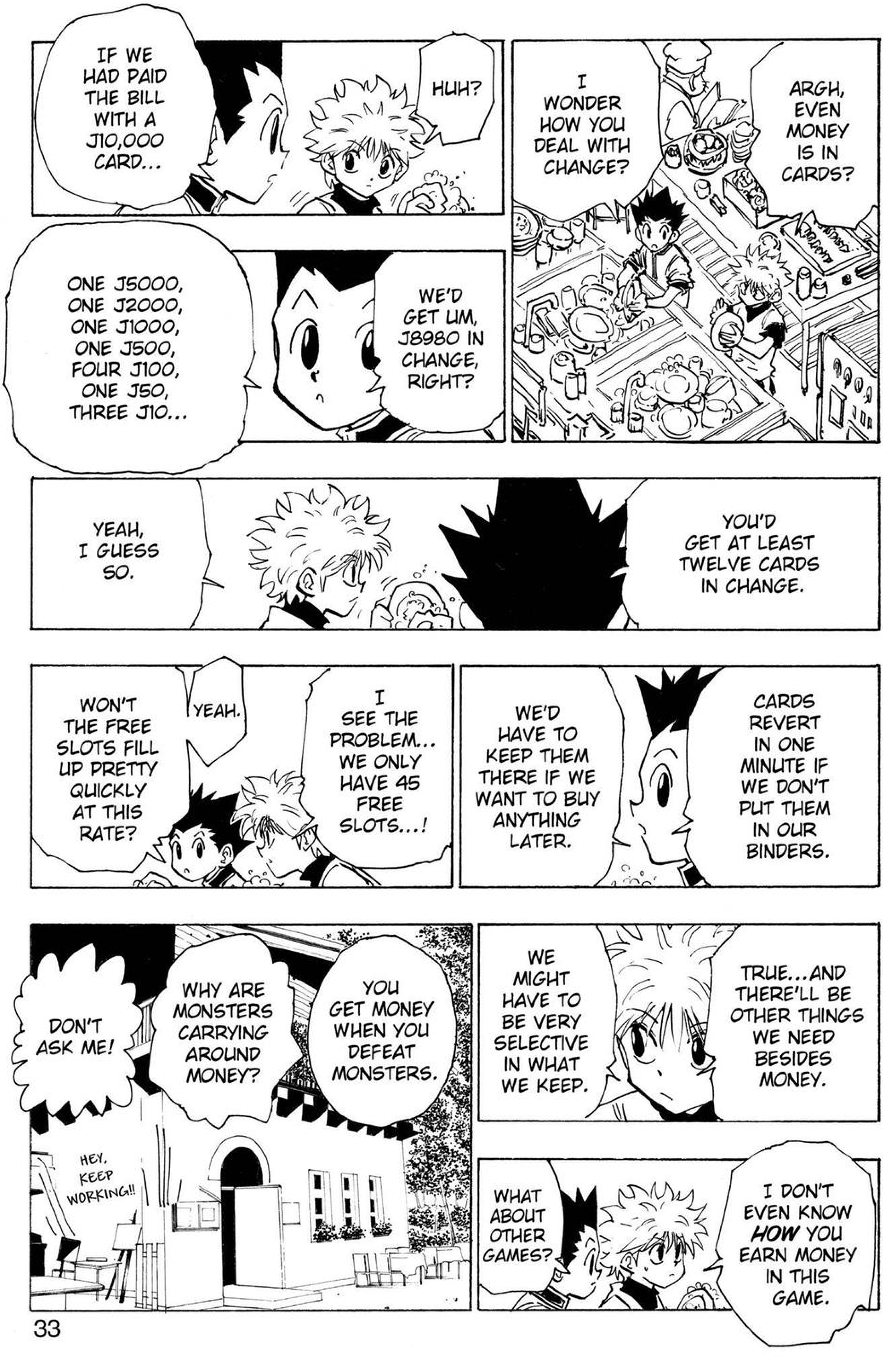

I GUESS IT'S THE SAME...
YEAH.
EVERY MONTH ON THE 15TH... THE PRIZE FOR SEPTEMBER IS THE "SWORD OF TRUTH."
IS THAT AN ITEM WE NEED?
MAYBE.
LOOK OVER THERE.
OH!
HEH.
MORE OF THEM OVER THERE.
I SEE 'EM.
EVERYONE HAS THE SAME IDEA.
COMPETITION WILL BE TOUGH.
IT'S IN FOUR DAYS... WANT TO ENTER?
WHY NOT?
EVERYONE HAS A CHANCE TO WIN.
LET'S ENTER LOTS OF CONTESTS AND STUFF UNTIL THEN!
AND GATHER INFORMATION WHILE WE'RE AT IT.
GRRUMBLE
A MEAL, INFORMATION, AND PRIZES.
THIS'LL COVER IT ALL.

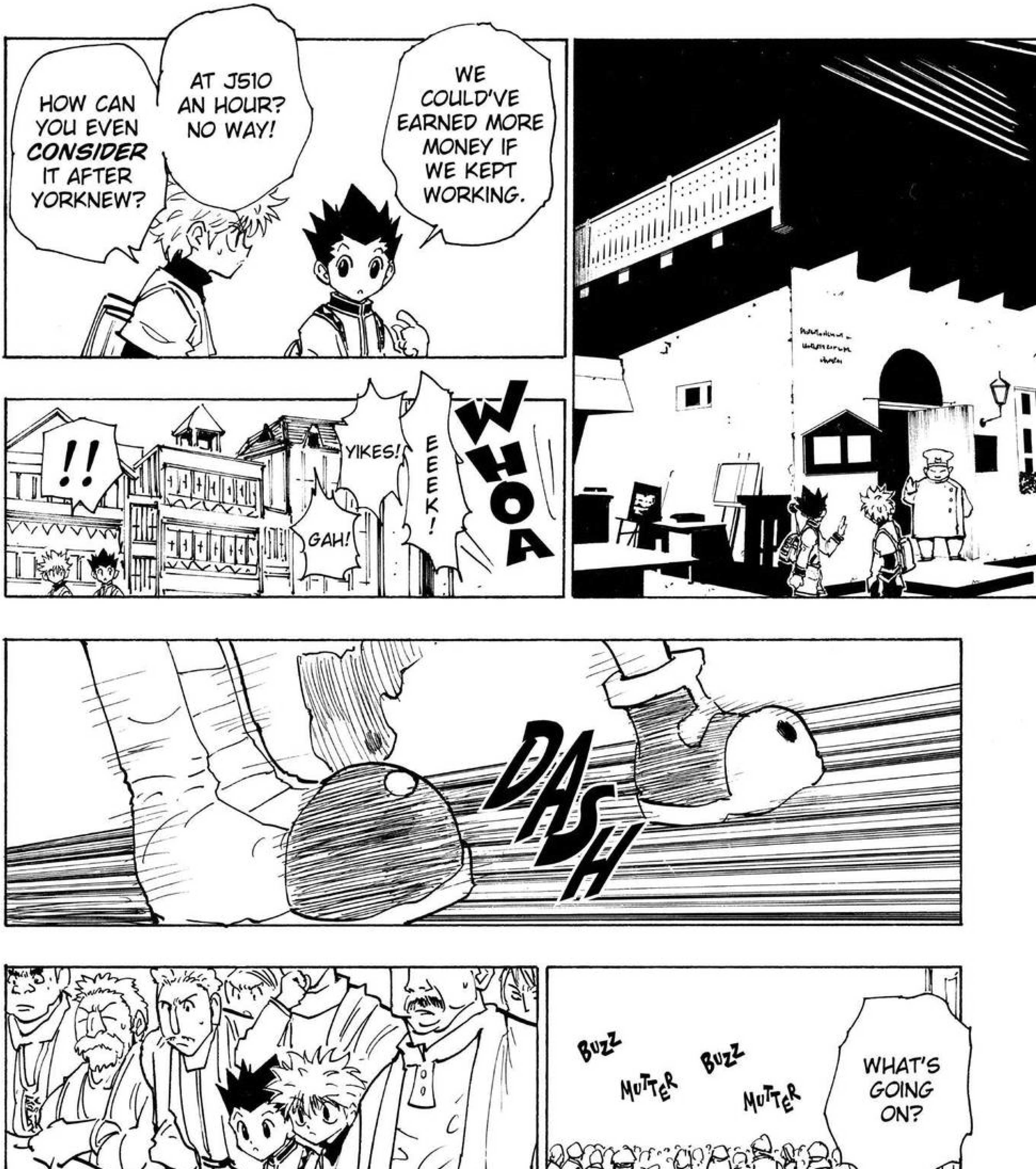

EAT IN HALF AN HOUR, AND IT ON US!! YOU ALSO GET A "GARGAIDER" CARD!!
BEGIN!
SAY, HOW MANY PEOPLE ENTER THE MONTHLY CONTESTS?
HA HA, TALK WASTE OF TIME! YOU SHOULD STUFF MOUTH!
IT DEPEND ON MONTH.
SOMETIMES IT LESS THAN TEN.
BUT ANYONE CAN WIN IN SEPTEMBER, SO MORE THAN ONE THOUSAND COME.
I ENTER, TOO.
ODDS OF 1 IN ONE THOUSAND... OUCH.
BY THE WAY, HOW DO YOU USE MAGIC?
MAGIC?
WHAT THAT?
DON'T TELL ME WE GOTTA ASK EVERYONE IN TOWN?
THEN WHO'S THE WISEST PERSON AROUND HERE?
WISEST?
WHAT THAT?
I KNEW IT...

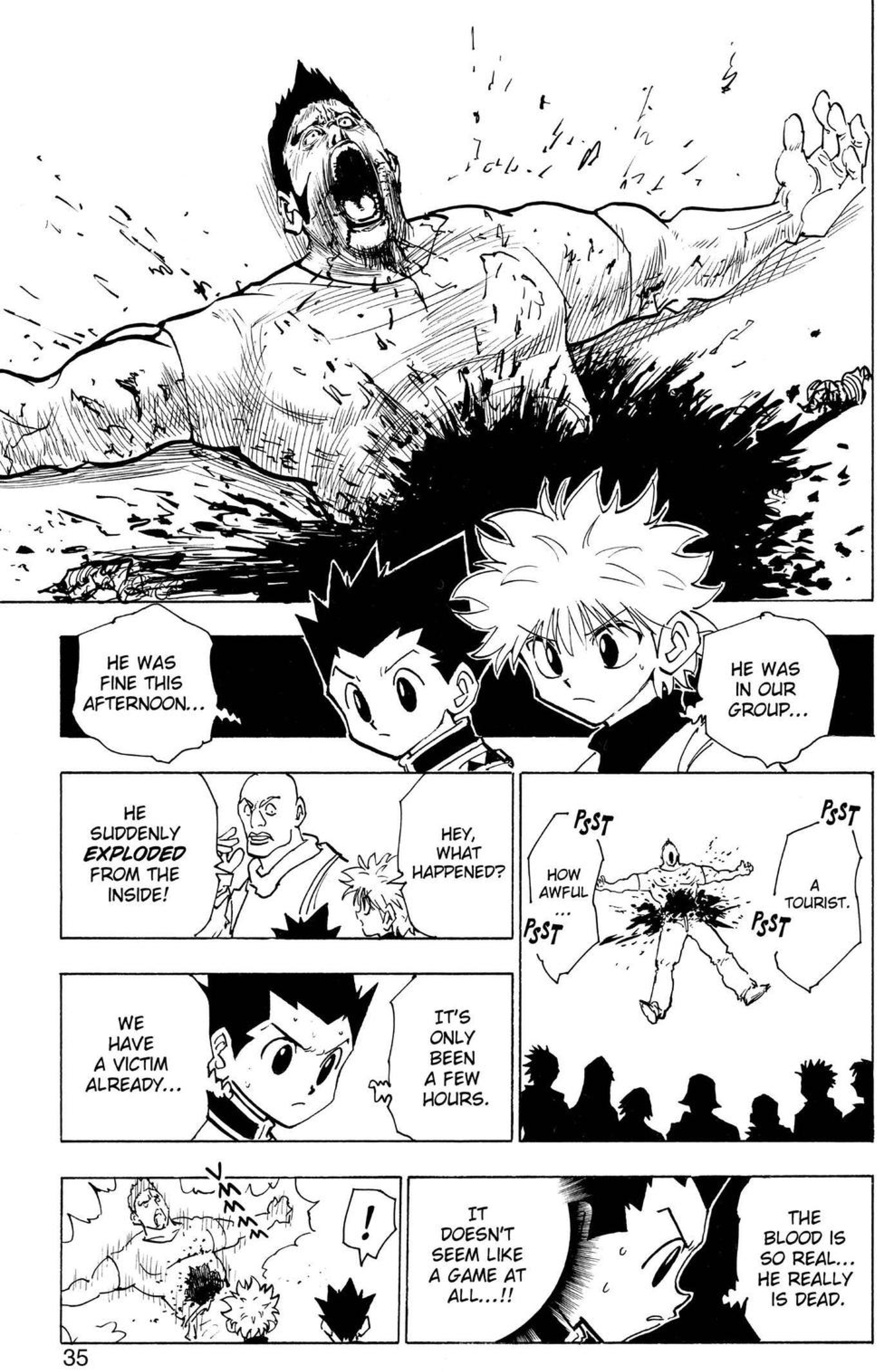

AIYA, YOU ATE ALL!
ONLY TEN MINUTES AND THIRTEEN MINUTE!!
CLAP CLAP CLAP CLAP CLAP
I GO BRING THE PRIZE.
HE DIDN'T KNOW A LOT OF WORDS.
NO.
HE'S A GAME N.P.C.
A "NON-PLAYER CHARACTER." HE'S PROGRAMMED TO ONLY GIVE RESPONSES…
…TO A LIMITED NUMBER OF QUESTIONS. HE ANSWERS, "X? WHAT'S THAT?" TO EVERYTHING ELSE.
THEN WHAT DO WE DO?
WE'LL HAVE TO ASK PEOPLE, ONE BY ONE.
WHAT?! ALL THAT TROUBLE?!
ALL R.P.G.S ARE LIKE THAT.
GAMES TAKE AN AWFUL LOT OF TIME.
HERE YOU GO.
TWO "GARGAIDARS."

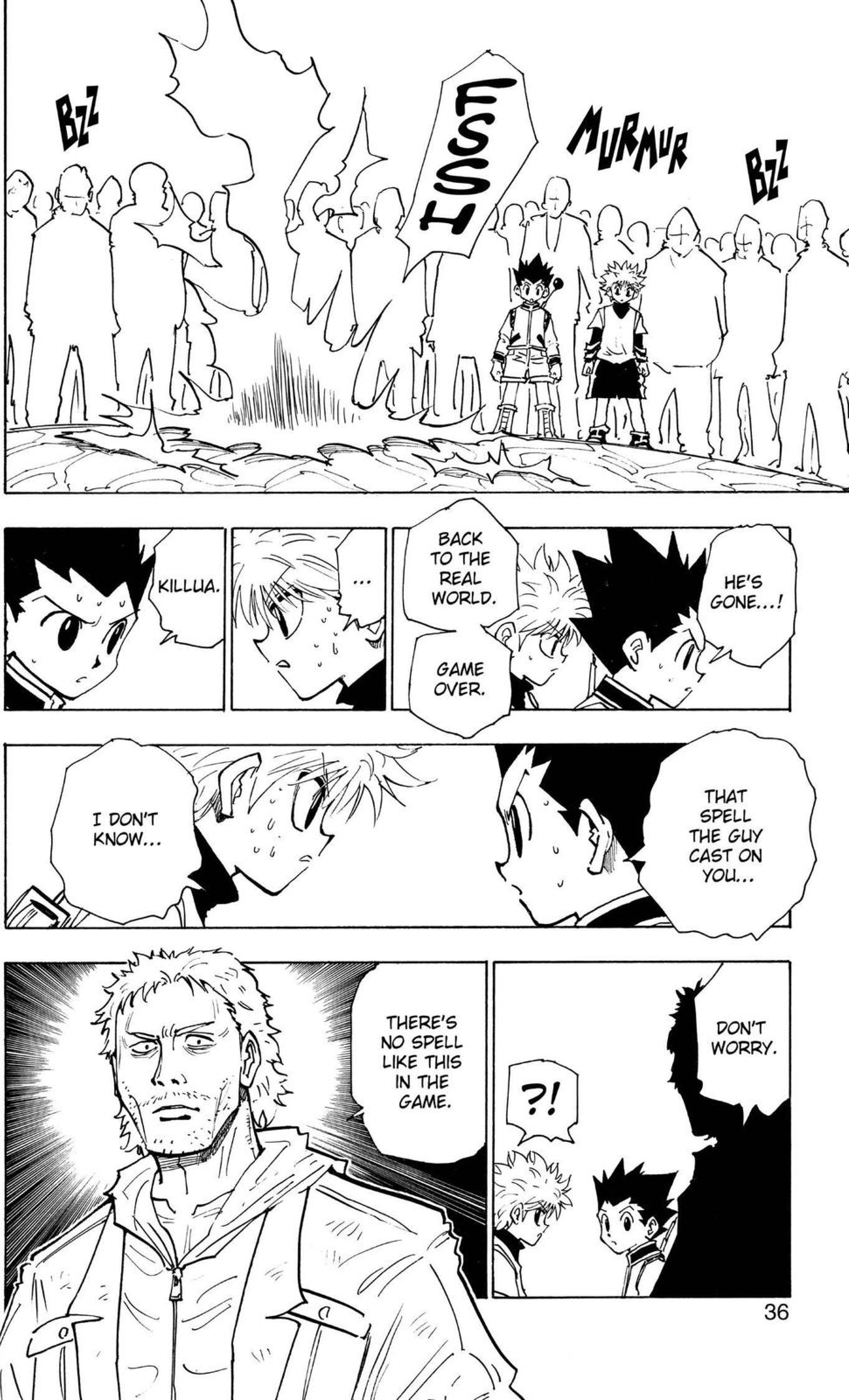

1217
GARGAIDAR
F-185
ONE OF THREE DELICACIES OF THE ISLAND. IT TASTES UNBELIEVABLY DELICATE DESPITE ITS APPEARANCE, AND IS GOOD EITHER GRILLED OR STEWED. THE EGGS ARE BELIEVED TO BE A KEY TO LONGEVITY.
1217… F-185…
WHAT DO THEY MEAN?
NEW TO CARDS? TOURISTS, ARE YOU?
THE LEFT NUMBER IS ITEM CARD NUMBER. THE LETTER ON THE RIGHT IS DIFFICULTY RATING.
(SS, S, A, B, C, D, E, F, G, H)
THERE ARE TEN LEVELS OF DIFFICULTY, AND F IS THIRD EASIEST.
THE NUMBER AFTER THAT IS CARD CONVERSION LIMIT.
SO THAT MEANS…
GRR, I THOUGHT IT WOULD BE A WEAPON!
IT'S CRAP.
WELL, THANKS FOR THE MEAL!
AIYA, HOLD ON!
PASTA FREE.
BUT YOU ALSO HAD THREE SODA. J1020 PLEASE.
OH YEAH. HERE, CAN YOU BREAK J10,000?
…
WHAT THAT?

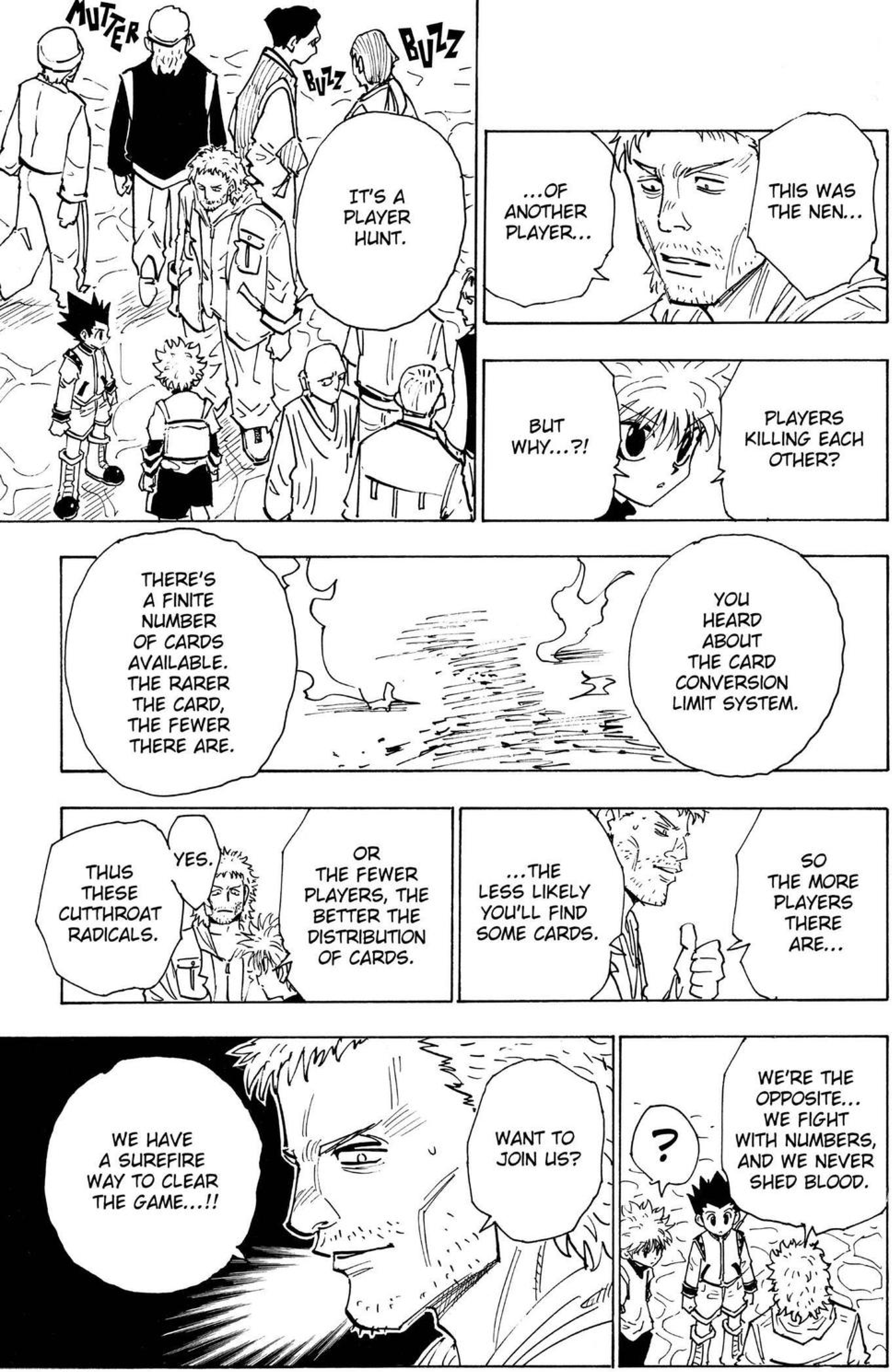

THAT PAPER WORTH NOTHING.
MONEY ONLY USED IN THIS FORM HERE.
607
J10,000
H-∞
THE HIGHEST INCREMENT BANKNOTE ON GREED ISLAND. ONCE REVERTED, IT IS THE SAME AS NORMAL CURRENCY. (IT MUST BE IN CARD FORM TO USE ON GREED ISLAND.)
WAIT, HOLD ON!!
HELLO, POLICE?
...
IN CARDS.
J1020!
ARE YOU SERIOUS?
TING
ZSSH


ARGH, EVEN MONEY IS IN CARDS?
I WONDER HOW YOU DEAL WITH CHANGE?
HUH?
IF WE HAD PAID THE BILL WITH A J10,000 CARD...
WE'D GET UM, J8980 IN CHANGE, RIGHT?
ONE J5000, ONE J2000, ONE J1000, ONE J500, FOUR J100, ONE J50, THREE J10...
YOU'D GET AT LEAST TWELVE CARDS IN CHANGE.
YEAH, I GUESS SO.
CARDS REVERT IN ONE MINUTE IF WE DON'T PUT THEM IN OUR BINDERS.
WE'D HAVE TO KEEP THEM THERE IF WE WANT TO BUY ANYTHING LATER.
I SEE THE PROBLEM... WE ONLY HAVE 45 FREE SLOTS...!
YEAH.
WON'T THE FREE SLOTS FILL UP PRETTY QUICKLY AT THIS RATE?
TRUE...AND THERE'LL BE OTHER THINGS WE NEED BESIDES MONEY.
WE MIGHT HAVE TO BE VERY SELECTIVE IN WHAT WE KEEP.
I DON'T EVEN KNOW *HOW* YOU EARN MONEY IN THIS GAME.
WHAT ABOUT OTHER GAMES?
YOU GET MONEY WHEN YOU DEFEAT MONSTERS.
WHY ARE MONSTERS CARRYING AROUND MONEY?
DON'T ASK ME!
HEY, KEEP WORKING!!


WE COULD'VE EARNED MORE MONEY IF WE KEPT WORKING.
AT J510 AN HOUR? NO WAY!
HOW CAN YOU EVEN **CONSIDER** IT AFTER YORKNEW?
WHOA
EEEK!
YIKES!
GAH!
!!
DASH
WHAT'S GOING ON?
BUZZ
BUZZ
MUTTER
MUTTER
!!

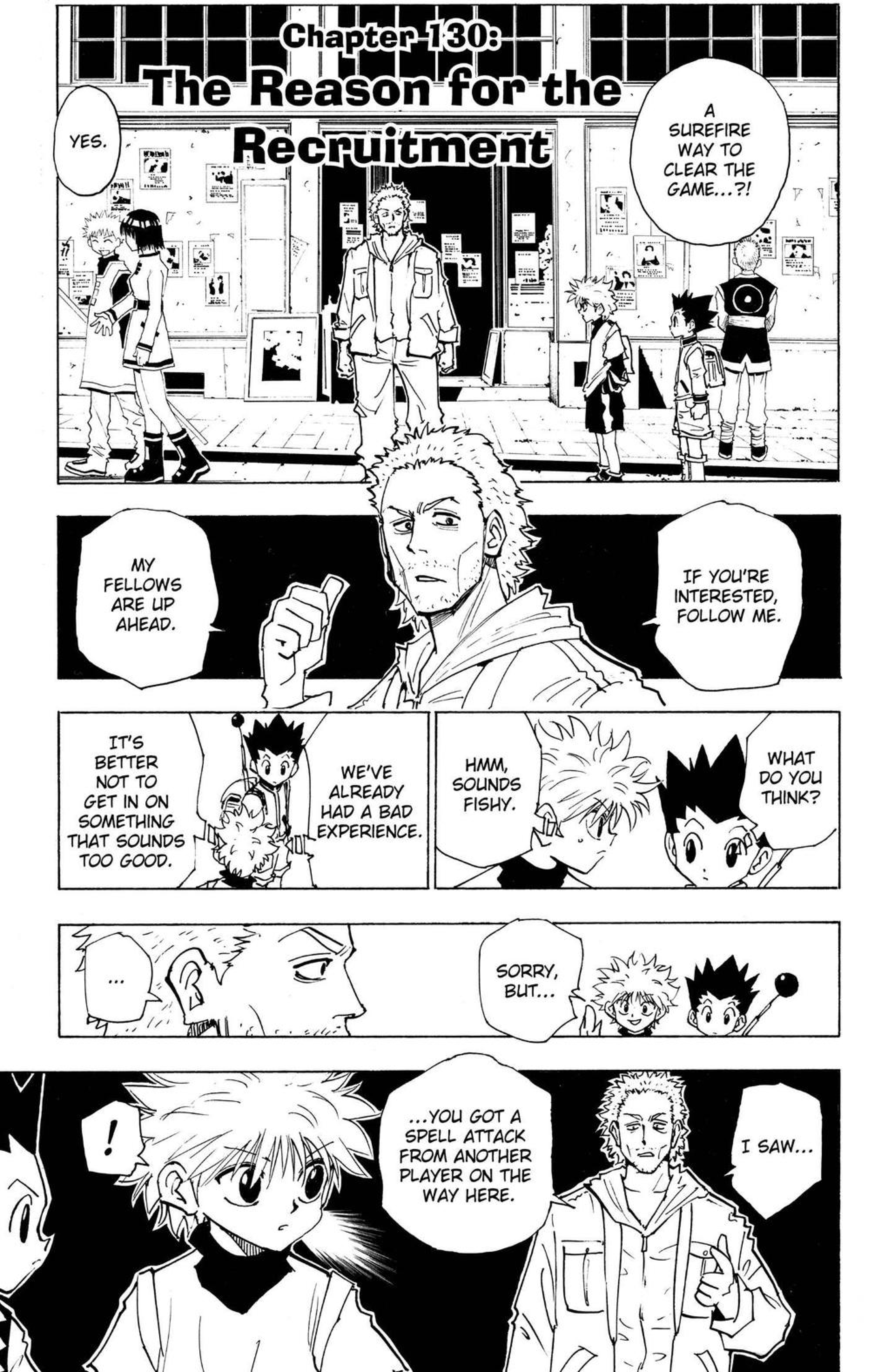

HE WAS IN OUR GROUP...
HE WAS FINE THIS AFTERNOON...
PSST
A TOURIST.
PSST
PSST
HOW AWFUL ...
PSST
HEY, WHAT HAPPENED?
HE SUDDENLY **EXPLODED** FROM THE INSIDE!
IT'S ONLY BEEN A FEW HOURS.
WE HAVE A VICTIM ALREADY...
THE BLOOD IS SO REAL... HE REALLY IS DEAD.
IT DOESN'T SEEM LIKE A GAME AT ALL...!!
!
VMMMM

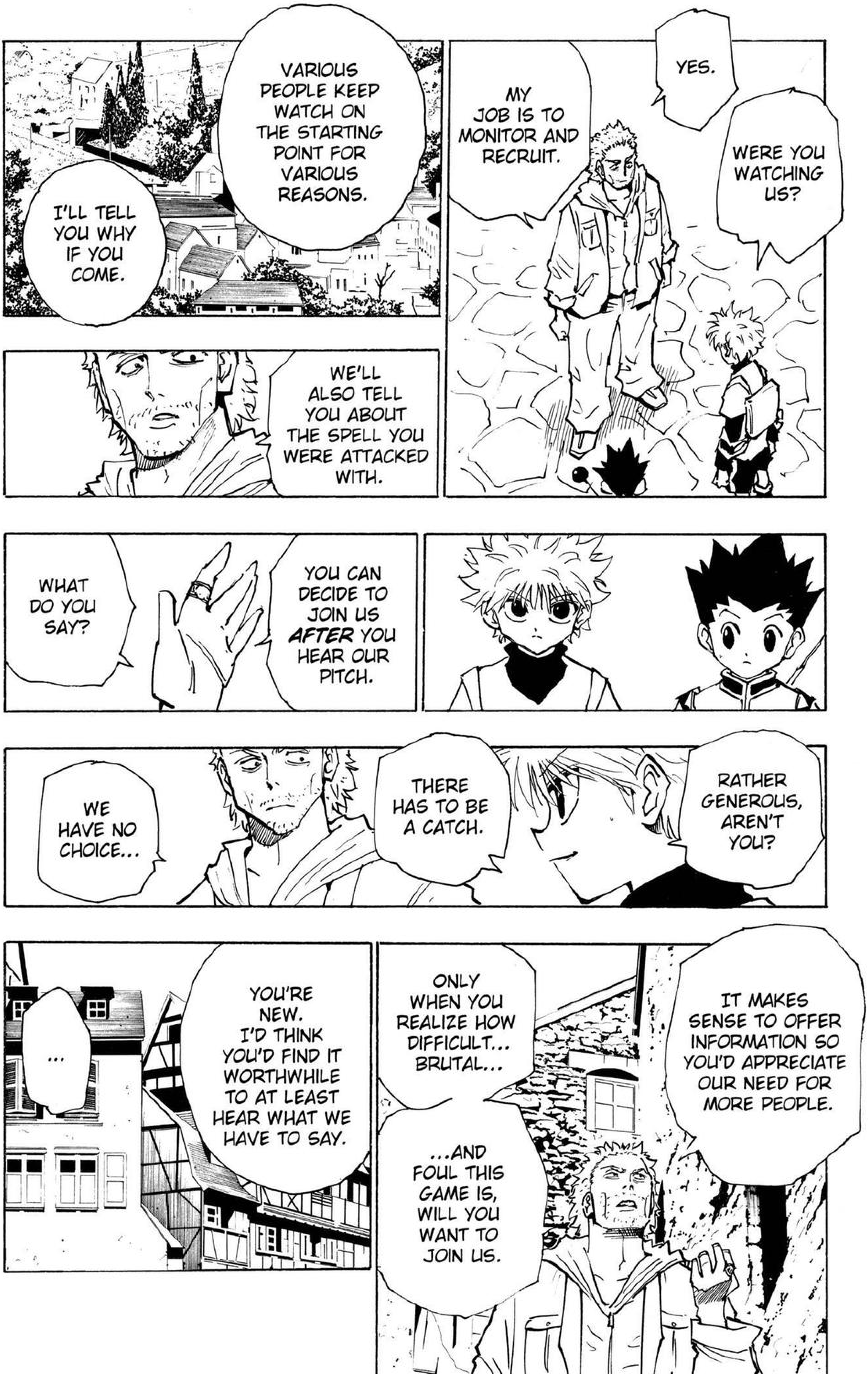

Bzz
MURMUR
FSSH
Bzz
HE'S GONE...!
BACK TO THE REAL WORLD.
GAME OVER.
...
KILLUA.
THAT SPELL THE GUY CAST ON YOU...
I DON'T KNOW...
DON'T WORRY.
?!
THERE'S NO SPELL LIKE THIS IN THE GAME.

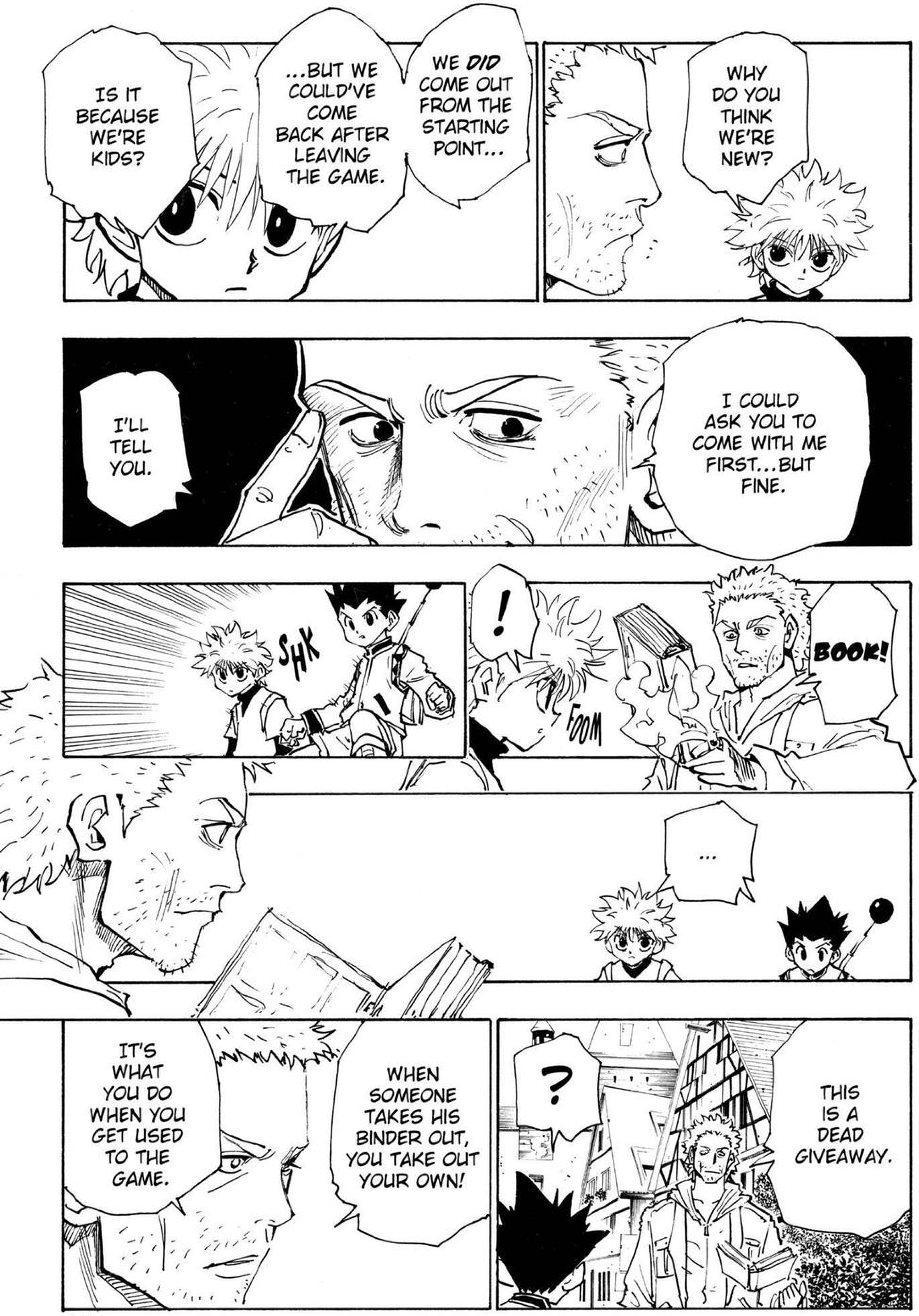

THIS WAS THE NEN...
...OF ANOTHER PLAYER...
PLAYERS KILLING EACH OTHER?
BUT WHY...?!
MUTTER
BUZZ
BUZZ
IT'S A PLAYER HUNT.
YOU HEARD ABOUT THE CARD CONVERSION LIMIT SYSTEM.
THERE'S A FINITE NUMBER OF CARDS AVAILABLE. THE RARER THE CARD, THE FEWER THERE ARE.
SO THE MORE PLAYERS THERE ARE...
...THE LESS LIKELY YOU'LL FIND SOME CARDS.
OR THE FEWER PLAYERS, THE BETTER THE DISTRIBUTION OF CARDS.
YES.
THUS THESE CUTTHROAT RADICALS.
WE'RE THE OPPOSITE... WE FIGHT WITH NUMBERS, AND WE NEVER SHED BLOOD.
?
WANT TO JOIN US?
WE HAVE A SUREFIRE WAY TO CLEAR THE GAME...!!

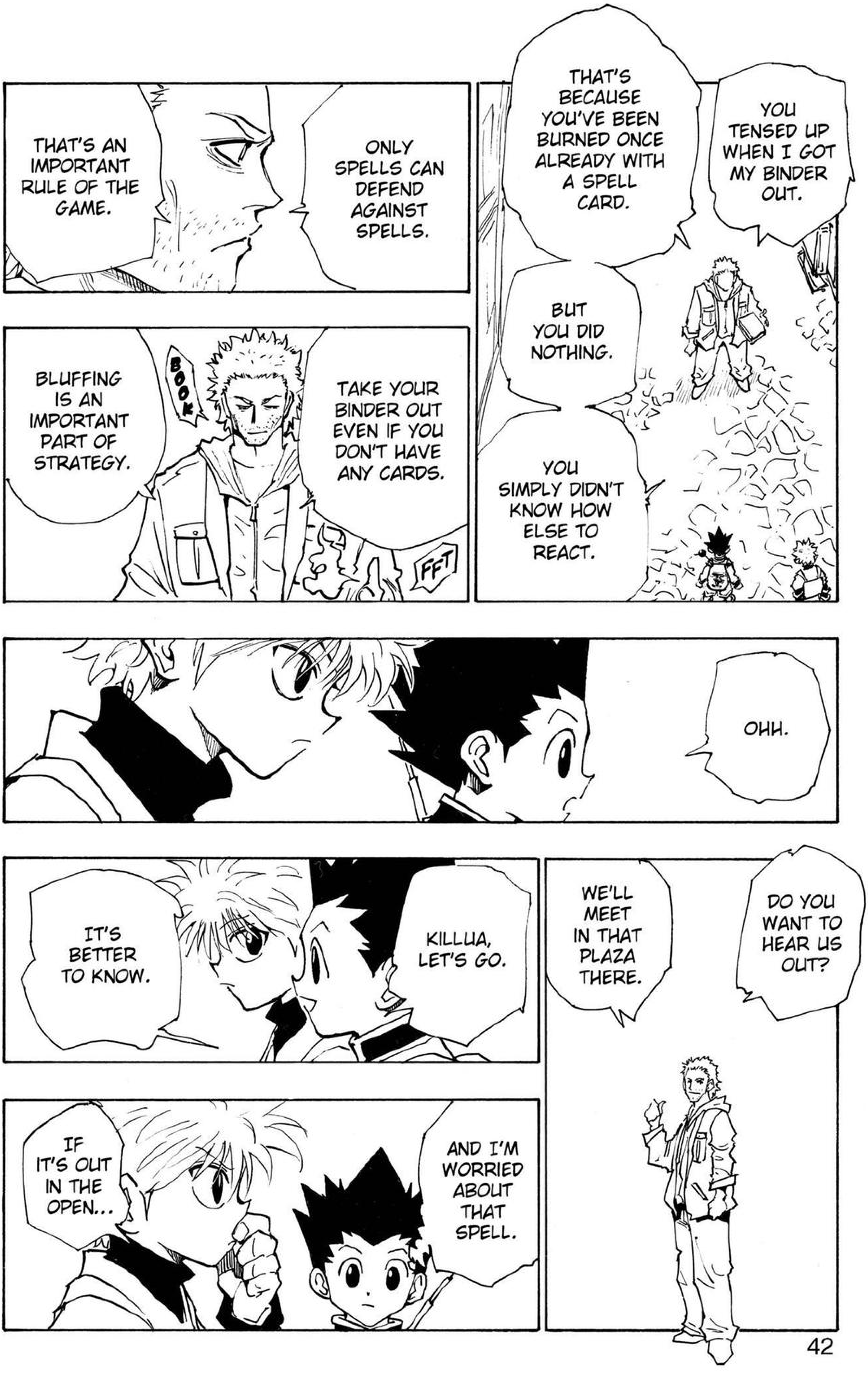
2002. 3/2

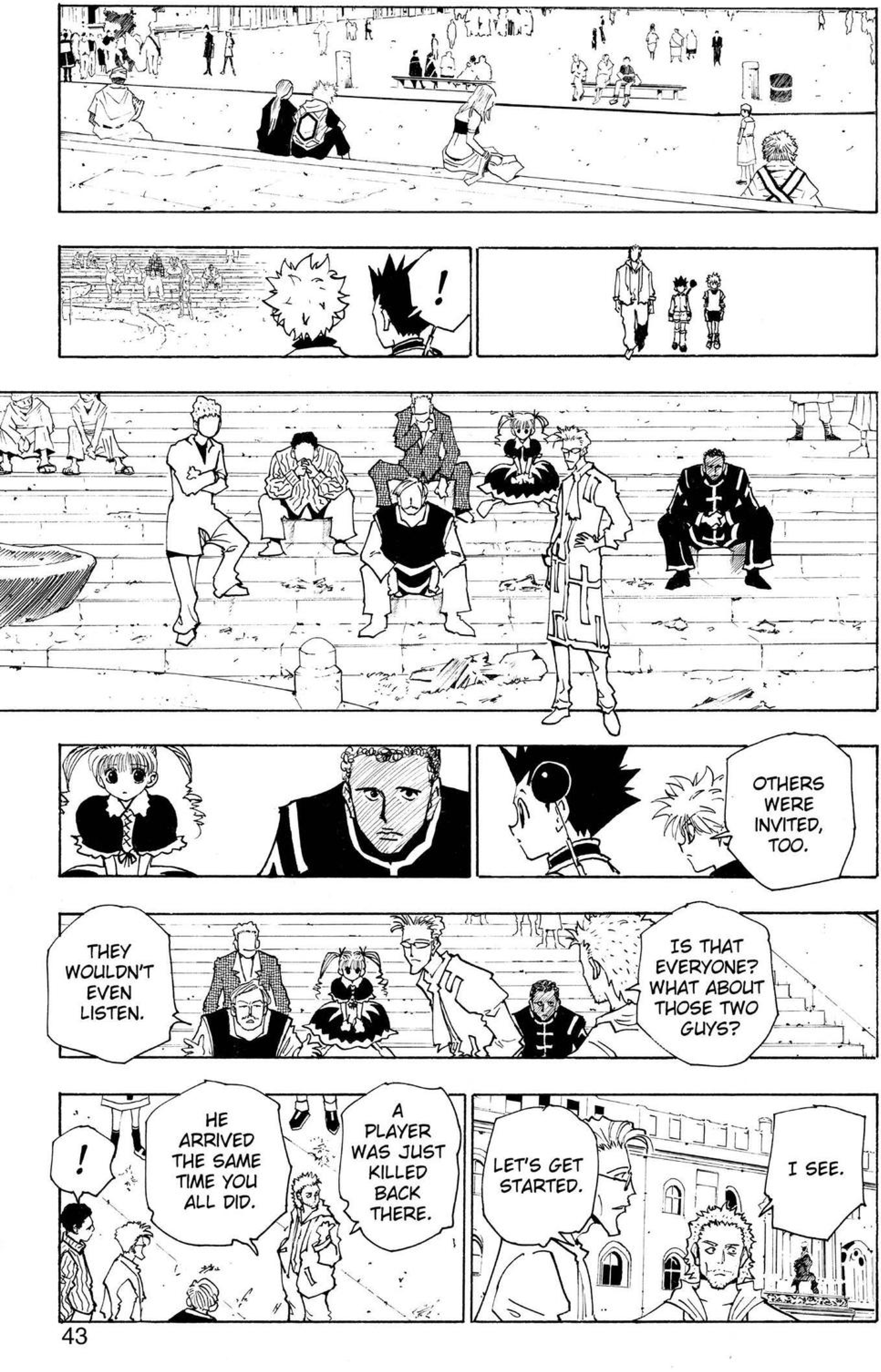
Chapter 130:
The Reason for the Recruitment

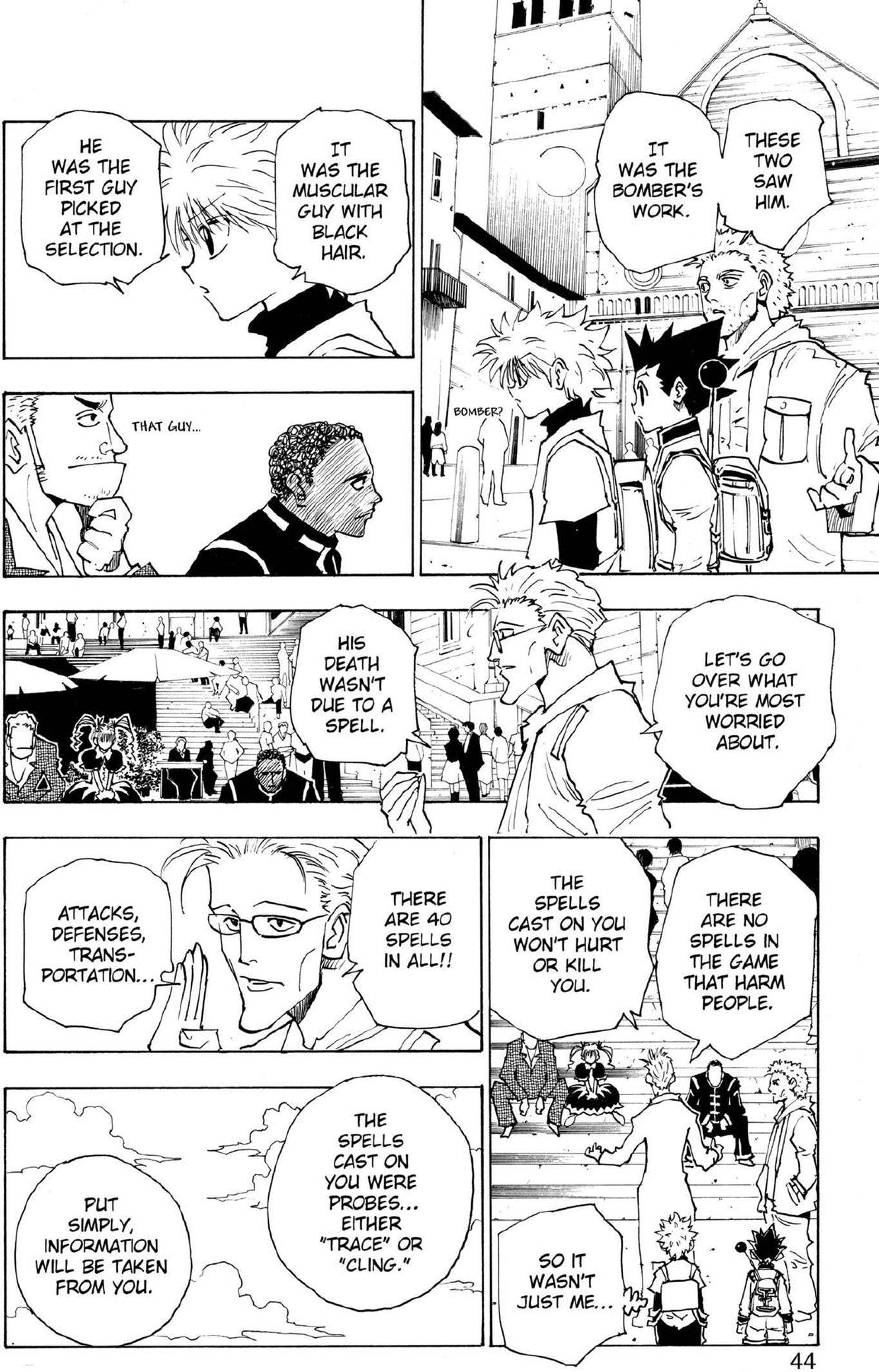

A SUREFIRE WAY TO CLEAR THE GAME...?!
YES.
IF YOU'RE INTERESTED, FOLLOW ME.
MY FELLOWS ARE UP AHEAD.
WHAT DO YOU THINK?
HMM, SOUNDS FISHY.
WE'VE ALREADY HAD A BAD EXPERIENCE.
IT'S BETTER NOT TO GET IN ON SOMETHING THAT SOUNDS TOO GOOD.
SORRY, BUT...
...
I SAW...
...YOU GOT A SPELL ATTACK FROM ANOTHER PLAYER ON THE WAY HERE.
!

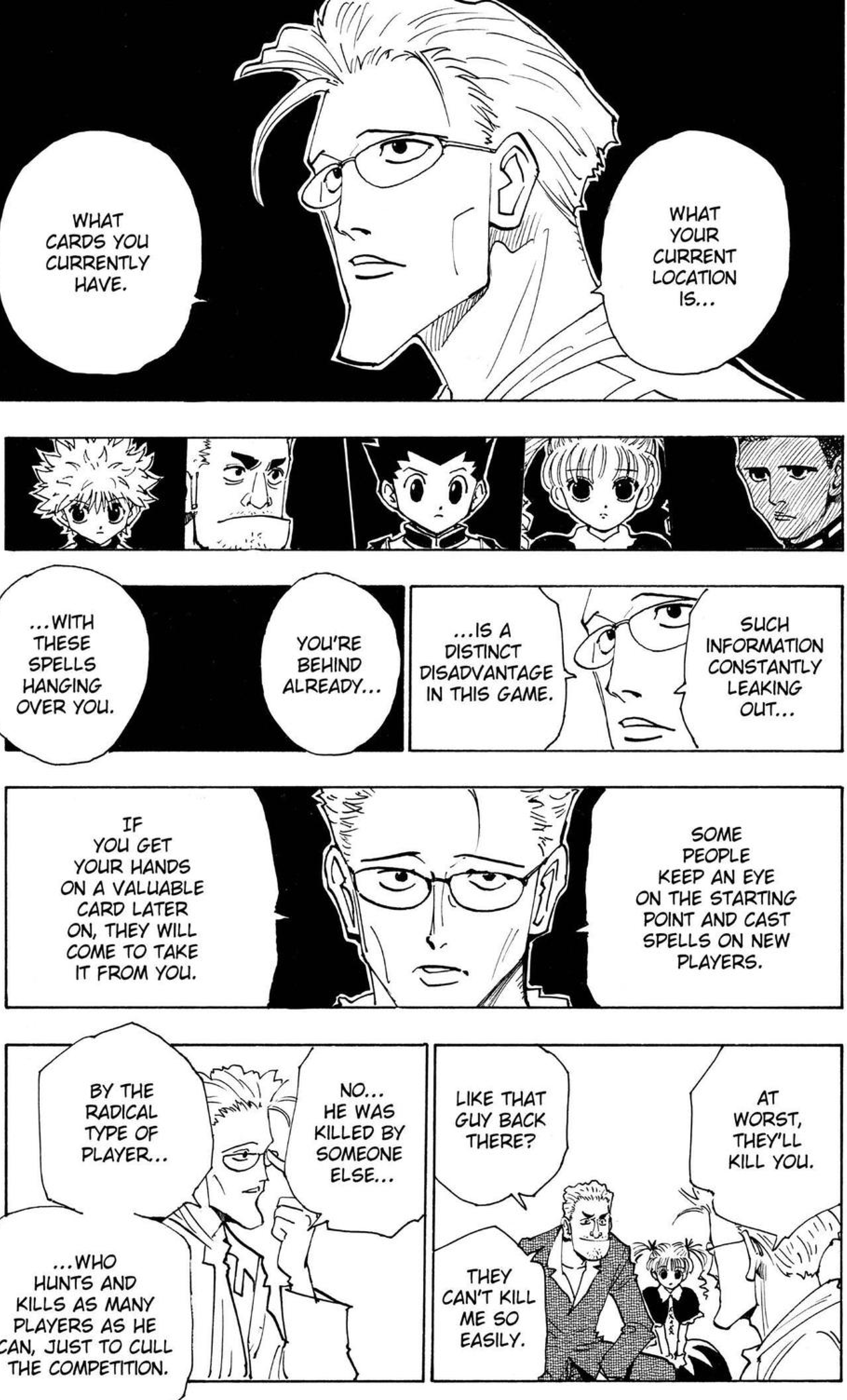

WERE YOU WATCHING US?
YES.
MY JOB IS TO MONITOR AND RECRUIT.
VARIOUS PEOPLE KEEP WATCH ON THE STARTING POINT FOR VARIOUS REASONS.
I'LL TELL YOU WHY IF YOU COME.
WE'LL ALSO TELL YOU ABOUT THE SPELL YOU WERE ATTACKED WITH.
YOU CAN DECIDE TO JOIN US **AFTER** YOU HEAR OUR PITCH.
WHAT DO YOU SAY?
RATHER GENEROUS, AREN'T YOU?
THERE HAS TO BE A CATCH.
WE HAVE NO CHOICE...
IT MAKES SENSE TO OFFER INFORMATION SO YOU'D APPRECIATE OUR NEED FOR MORE PEOPLE.
ONLY WHEN YOU REALIZE HOW DIFFICULT... BRUTAL...
...AND FOUL THIS GAME IS, WILL YOU WANT TO JOIN US.
YOU'RE NEW. I'D THINK YOU'D FIND IT WORTHWHILE TO AT LEAST HEAR WHAT WE HAVE TO SAY.
...

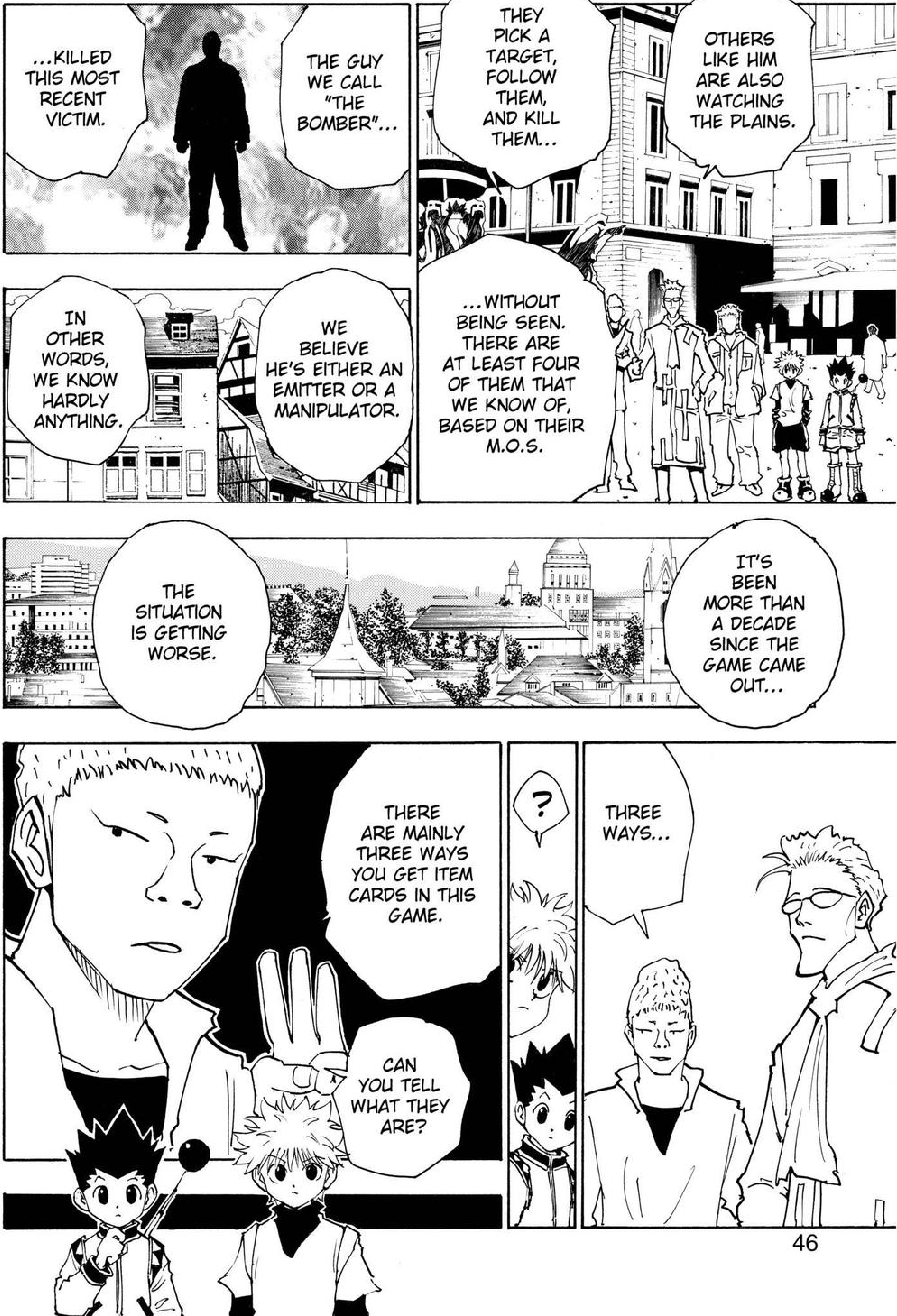

WHY DO YOU THINK WE'RE NEW?
WE *DID* COME OUT FROM THE STARTING POINT...
...BUT WE COULD'VE COME BACK AFTER LEAVING THE GAME.
IS IT BECAUSE WE'RE KIDS?
I COULD ASK YOU TO COME WITH ME FIRST...BUT FINE.
I'LL TELL YOU.
BOOK!
FOOM
!
SHK
...
THIS IS A DEAD GIVEAWAY.
?
WHEN SOMEONE TAKES HIS BINDER OUT, YOU TAKE OUT YOUR OWN!
IT'S WHAT YOU DO WHEN YOU GET USED TO THE GAME.

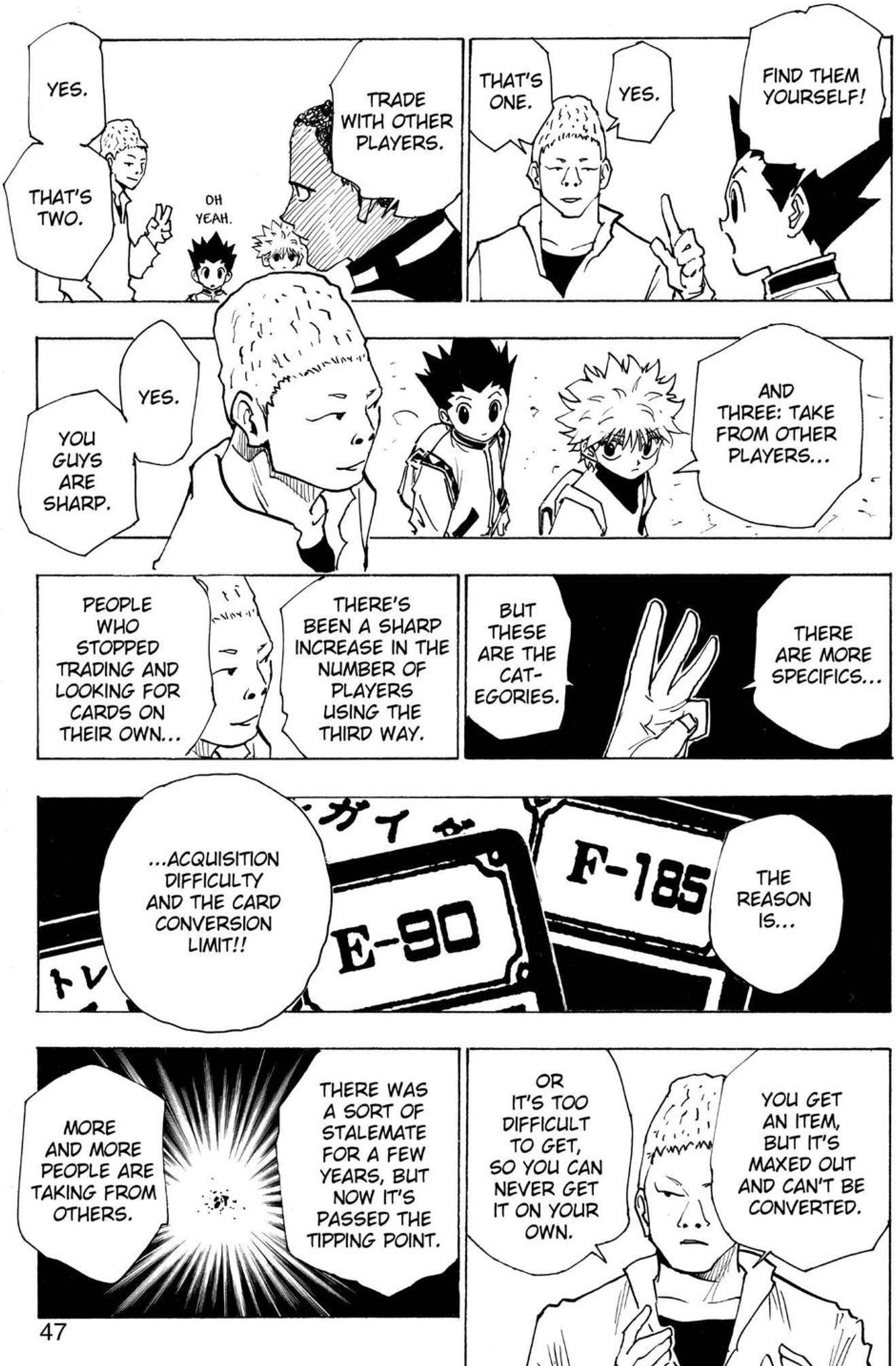

YOU TENSED UP WHEN I GOT MY BINDER OUT.
THAT'S BECAUSE YOU'VE BEEN BURNED ONCE ALREADY WITH A SPELL CARD.
BUT YOU DID NOTHING.
YOU SIMPLY DIDN'T KNOW HOW ELSE TO REACT.
ONLY SPELLS CAN DEFEND AGAINST SPELLS.
THAT'S AN IMPORTANT RULE OF THE GAME.
TAKE YOUR BINDER OUT EVEN IF YOU DON'T HAVE ANY CARDS.
FFT
BOOK
BLUFFING IS AN IMPORTANT PART OF STRATEGY.
OHH.
DO YOU WANT TO HEAR US OUT?
WE'LL MEET IN THAT PLAZA THERE.
KILLUA, LET'S GO.
IT'S BETTER TO KNOW.
AND I'M WORRIED ABOUT THAT SPELL.
IF IT'S OUT IN THE OPEN...

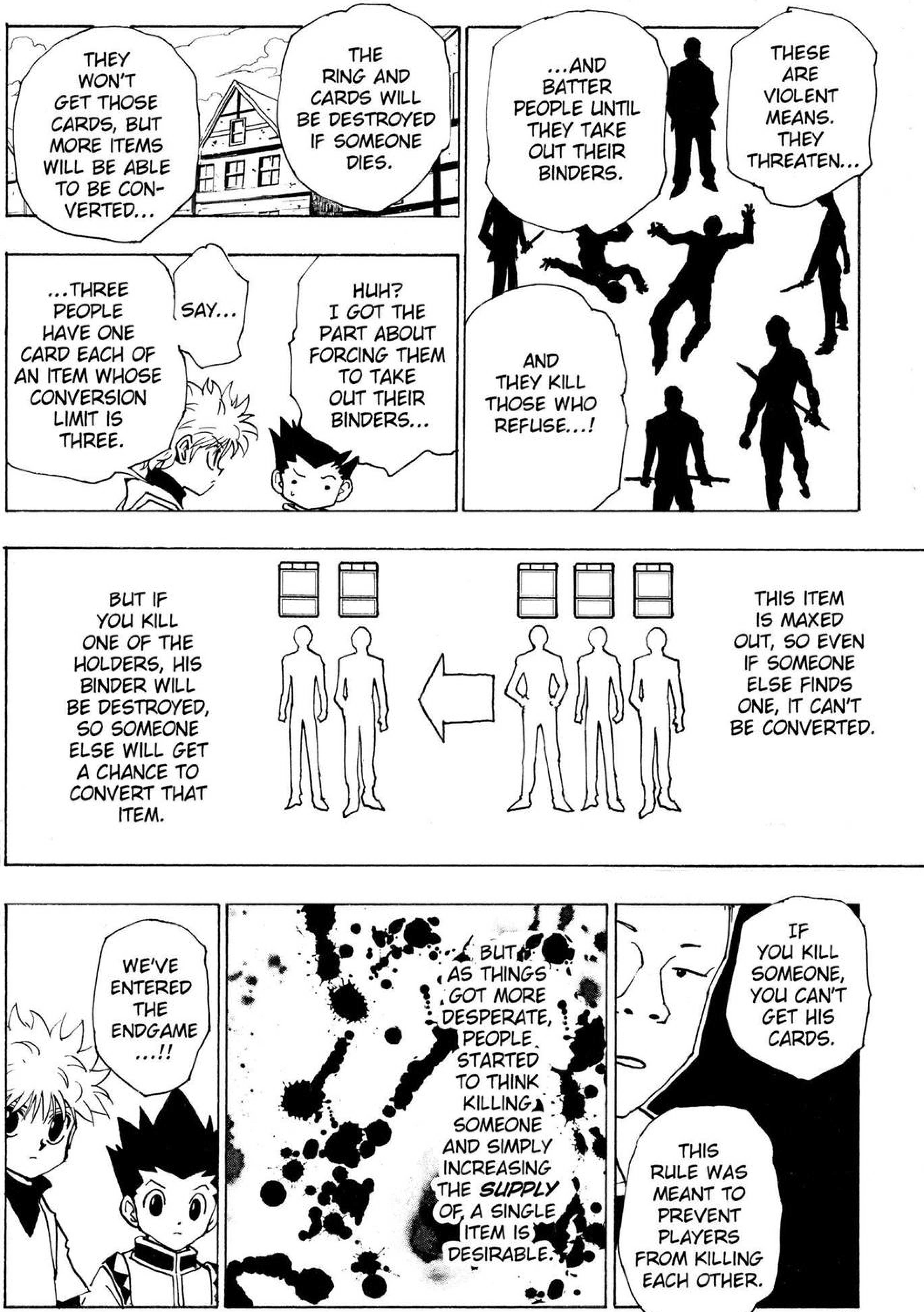

!
OTHERS WERE INVITED, TOO.
IS THAT EVERYONE? WHAT ABOUT THOSE TWO GUYS?
THEY WOULDN'T EVEN LISTEN.
I SEE.
LET'S GET STARTED.
A PLAYER WAS JUST KILLED BACK THERE.
HE ARRIVED THE SAME TIME YOU ALL DID.
!

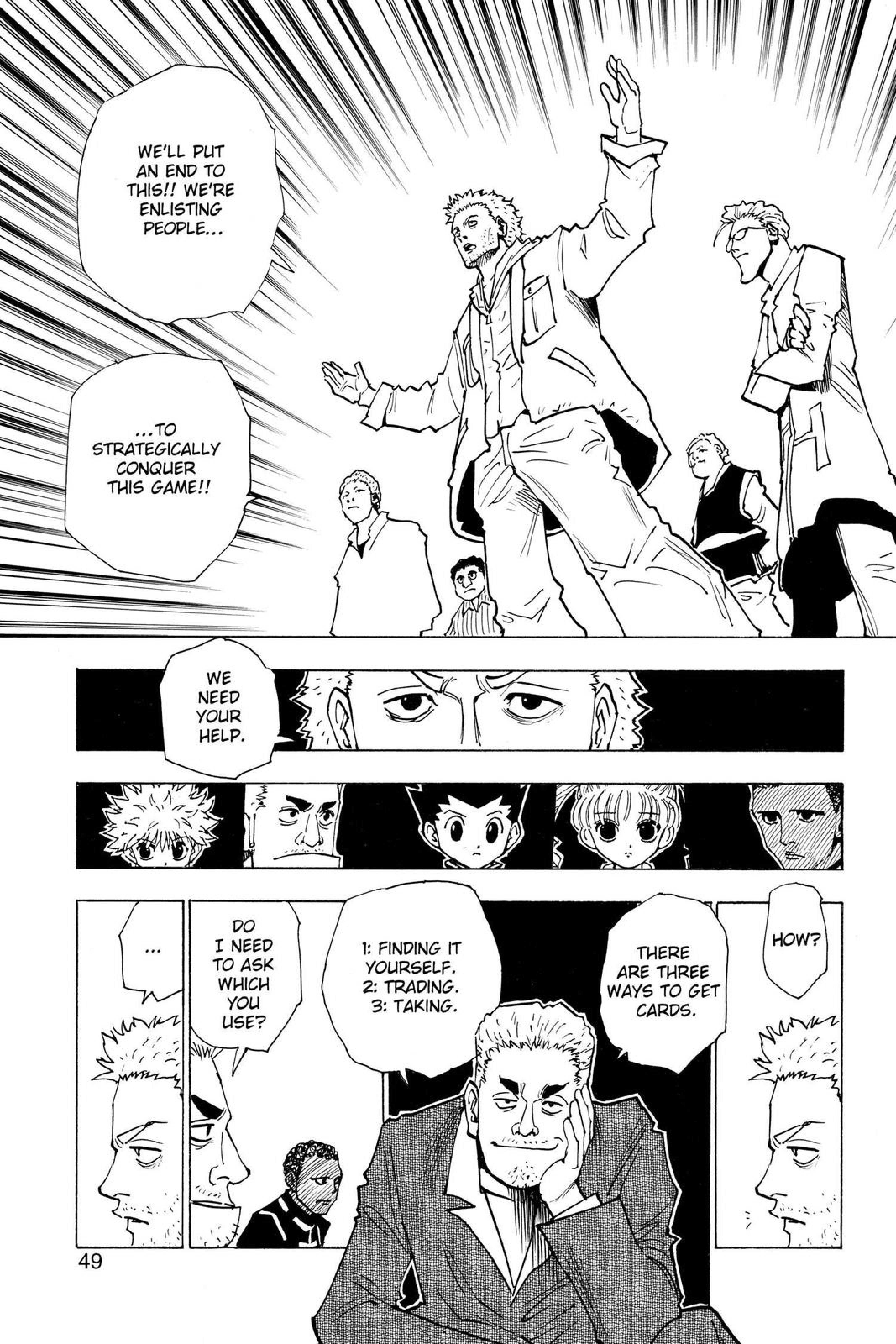

THESE TWO SAW HIM.
IT WAS THE BOMBER'S WORK.
BOMBER?
IT WAS THE MUSCULAR GUY WITH BLACK HAIR.
HE WAS THE FIRST GUY PICKED AT THE SELECTION.
THAT GUY...
LET'S GO OVER WHAT YOU'RE MOST WORRIED ABOUT.
HIS DEATH WASN'T DUE TO A SPELL.
THERE ARE NO SPELLS IN THE GAME THAT HARM PEOPLE.
THE SPELLS CAST ON YOU WON'T HURT OR KILL YOU.
THERE ARE 40 SPELLS IN ALL!!
ATTACKS, DEFENSES, TRANSPORTATION...
SO IT WASN'T JUST ME...
THE SPELLS CAST ON YOU WERE PROBES... EITHER "TRACE" OR "CLING."
PUT SIMPLY, INFORMATION WILL BE TAKEN FROM YOU.

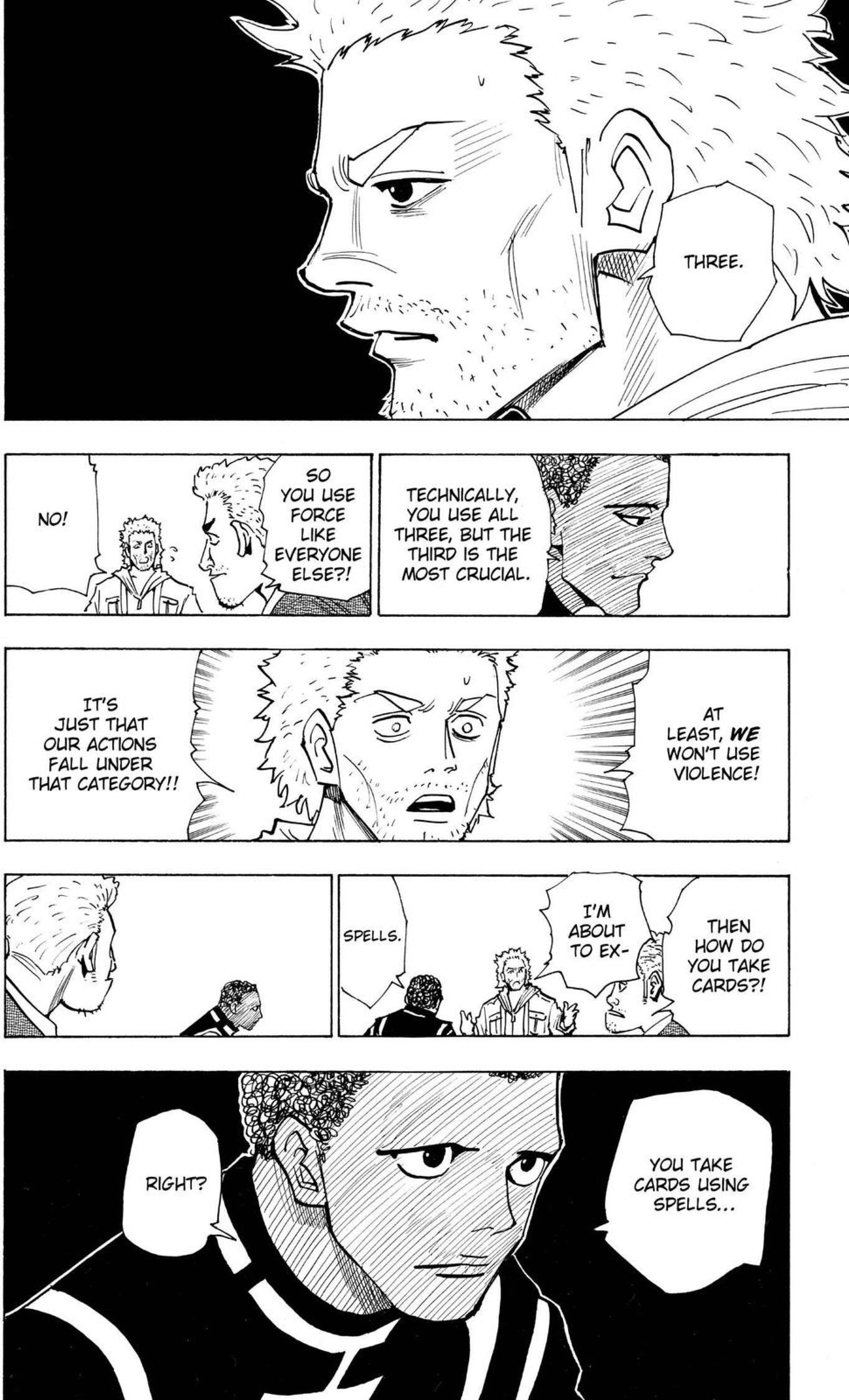

WHAT YOUR CURRENT LOCATION IS...
WHAT CARDS YOU CURRENTLY HAVE.
SUCH INFORMATION CONSTANTLY LEAKING OUT...
...IS A DISTINCT DISADVANTAGE IN THIS GAME.
YOU'RE BEHIND ALREADY...
...WITH THESE SPELLS HANGING OVER YOU.
SOME PEOPLE KEEP AN EYE ON THE STARTING POINT AND CAST SPELLS ON NEW PLAYERS.
IF YOU GET YOUR HANDS ON A VALUABLE CARD LATER ON, THEY WILL COME TO TAKE IT FROM YOU.
AT WORST, THEY'LL KILL YOU.
LIKE THAT GUY BACK THERE?
THEY CAN'T KILL ME SO EASILY.
NO... HE WAS KILLED BY SOMEONE ELSE...
BY THE RADICAL TYPE OF PLAYER...
...WHO HUNTS AND KILLS AS MANY PLAYERS AS HE CAN, JUST TO CULL THE COMPETITION.


OTHERS LIKE HIM ARE ALSO WATCHING THE PLAINS.
THEY PICK A TARGET, FOLLOW THEM, AND KILL THEM...
...WITHOUT BEING SEEN. THERE ARE AT LEAST FOUR OF THEM THAT WE KNOW OF, BASED ON THEIR M.O.S.
THE GUY WE CALL "THE BOMBER"...
...KILLED THIS MOST RECENT VICTIM.
WE BELIEVE HE'S EITHER AN EMITTER OR A MANIPULATOR.
IN OTHER WORDS, WE KNOW HARDLY ANYTHING.
IT'S BEEN MORE THAN A DECADE SINCE THE GAME CAME OUT...
THE SITUATION IS GETTING WORSE.
THREE WAYS...
?
THERE ARE MAINLY THREE WAYS YOU GET ITEM CARDS IN THIS GAME.
CAN YOU TELL WHAT THEY ARE?

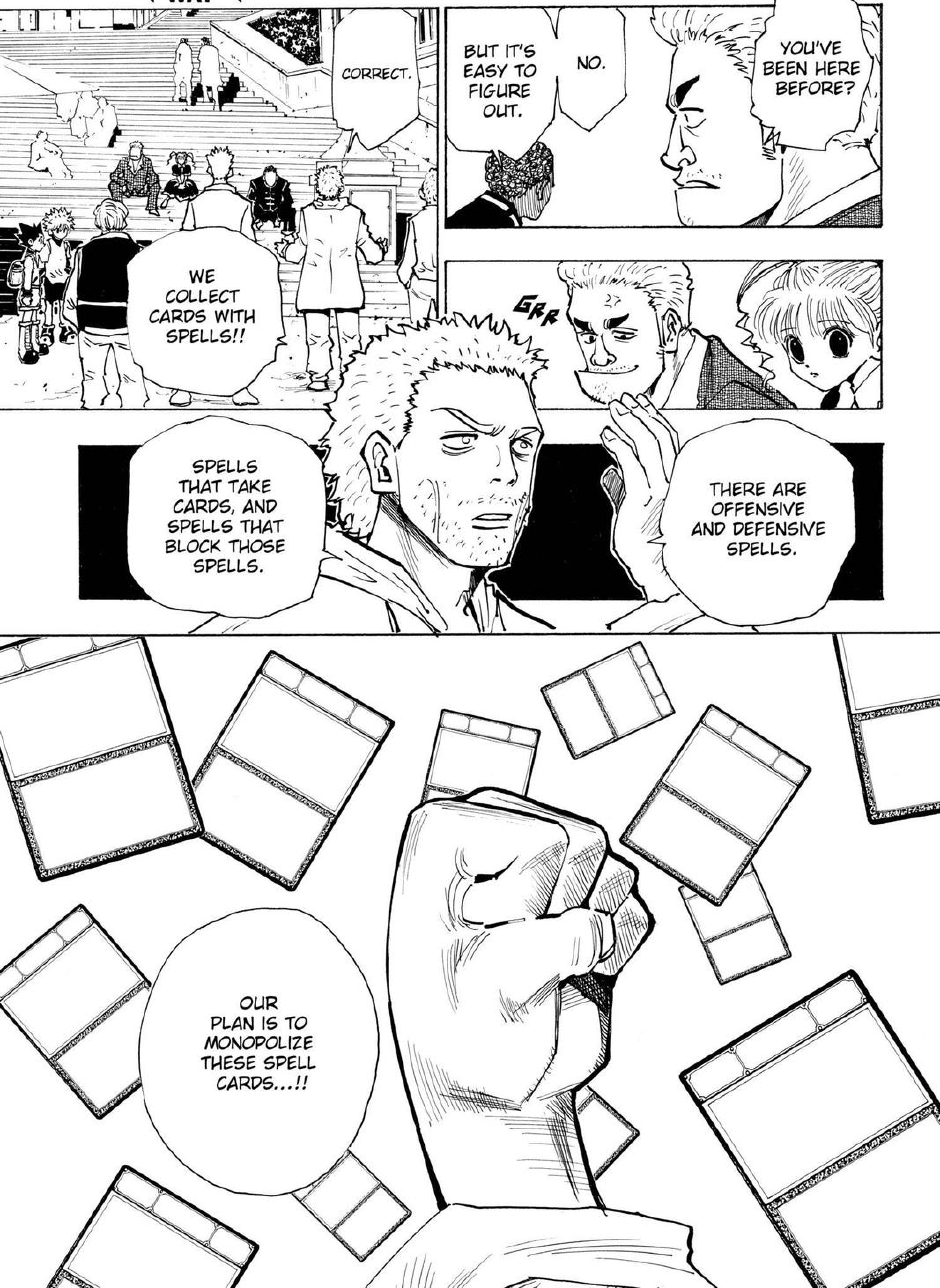

FIND THEM YOURSELF!
YES.
THAT'S ONE.
TRADE WITH OTHER PLAYERS.
OH YEAH.
YES.
THAT'S TWO.
AND THREE: TAKE FROM OTHER PLAYERS...
YES.
YOU GUYS ARE SHARP.
THERE ARE MORE SPECIFICS...
BUT THESE ARE THE CATEGORIES.
THERE'S BEEN A SHARP INCREASE IN THE NUMBER OF PLAYERS USING THE THIRD WAY.
PEOPLE WHO STOPPED TRADING AND LOOKING FOR CARDS ON THEIR OWN...
THE REASON IS...
F-185
ガイ
E-90
トレ
...ACQUISITION DIFFICULTY AND THE CARD CONVERSION LIMIT!!
YOU GET AN ITEM, BUT IT'S MAXED OUT AND CAN'T BE CONVERTED.
OR IT'S TOO DIFFICULT TO GET, SO YOU CAN NEVER GET IT ON YOUR OWN.
THERE WAS A SORT OF STALEMATE FOR A FEW YEARS, BUT NOW IT'S PASSED THE TIPPING POINT.
MORE AND MORE PEOPLE ARE TAKING FROM OTHERS.

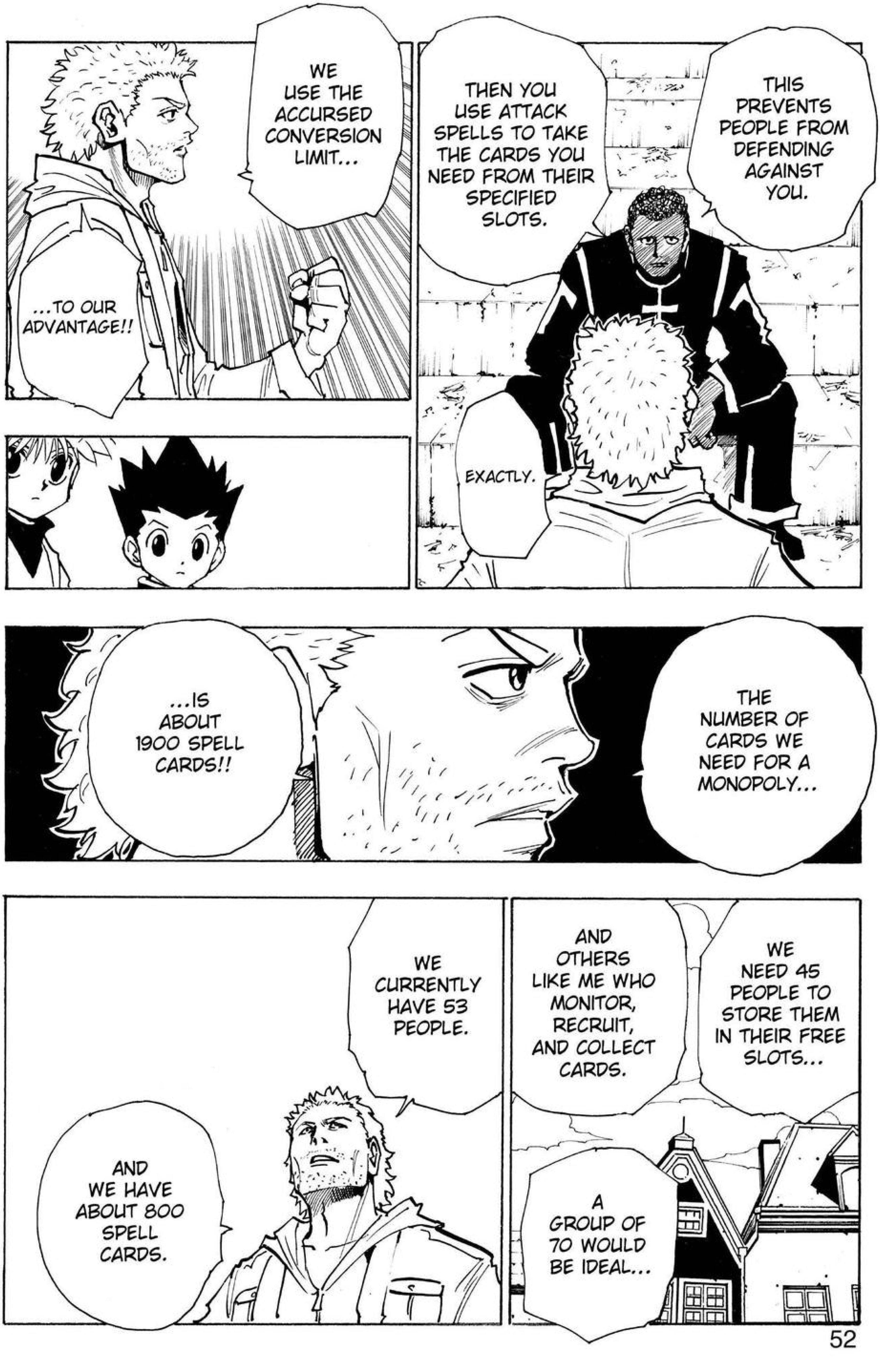

THESE ARE VIOLENT MEANS. THEY THREATEN...
...AND BATTER PEOPLE UNTIL THEY TAKE OUT THEIR BINDERS.
AND THEY KILL THOSE WHO REFUSE...!
THE RING AND CARDS WILL BE DESTROYED IF SOMEONE DIES.
THEY WON'T GET THOSE CARDS, BUT MORE ITEMS WILL BE ABLE TO BE CONVERTED...
HUH? I GOT THE PART ABOUT FORCING THEM TO TAKE OUT THEIR BINDERS...
SAY...
...THREE PEOPLE HAVE ONE CARD EACH OF AN ITEM WHOSE CONVERSION LIMIT IS THREE.
THIS ITEM IS MAXED OUT, SO EVEN IF SOMEONE ELSE FINDS ONE, IT CAN'T BE CONVERTED.
BUT IF YOU KILL ONE OF THE HOLDERS, HIS BINDER WILL BE DESTROYED, SO SOMEONE ELSE WILL GET A CHANCE TO CONVERT THAT ITEM.
IF YOU KILL SOMEONE, YOU CAN'T GET HIS CARDS.
THIS RULE WAS MEANT TO PREVENT PLAYERS FROM KILLING EACH OTHER.
BUT AS THINGS GOT MORE DESPERATE, PEOPLE STARTED TO THINK KILLING SOMEONE AND SIMPLY INCREASING THE SUPPLY OF A SINGLE ITEM IS DESIRABLE.
WE'VE ENTERED THE ENDGAME...!!

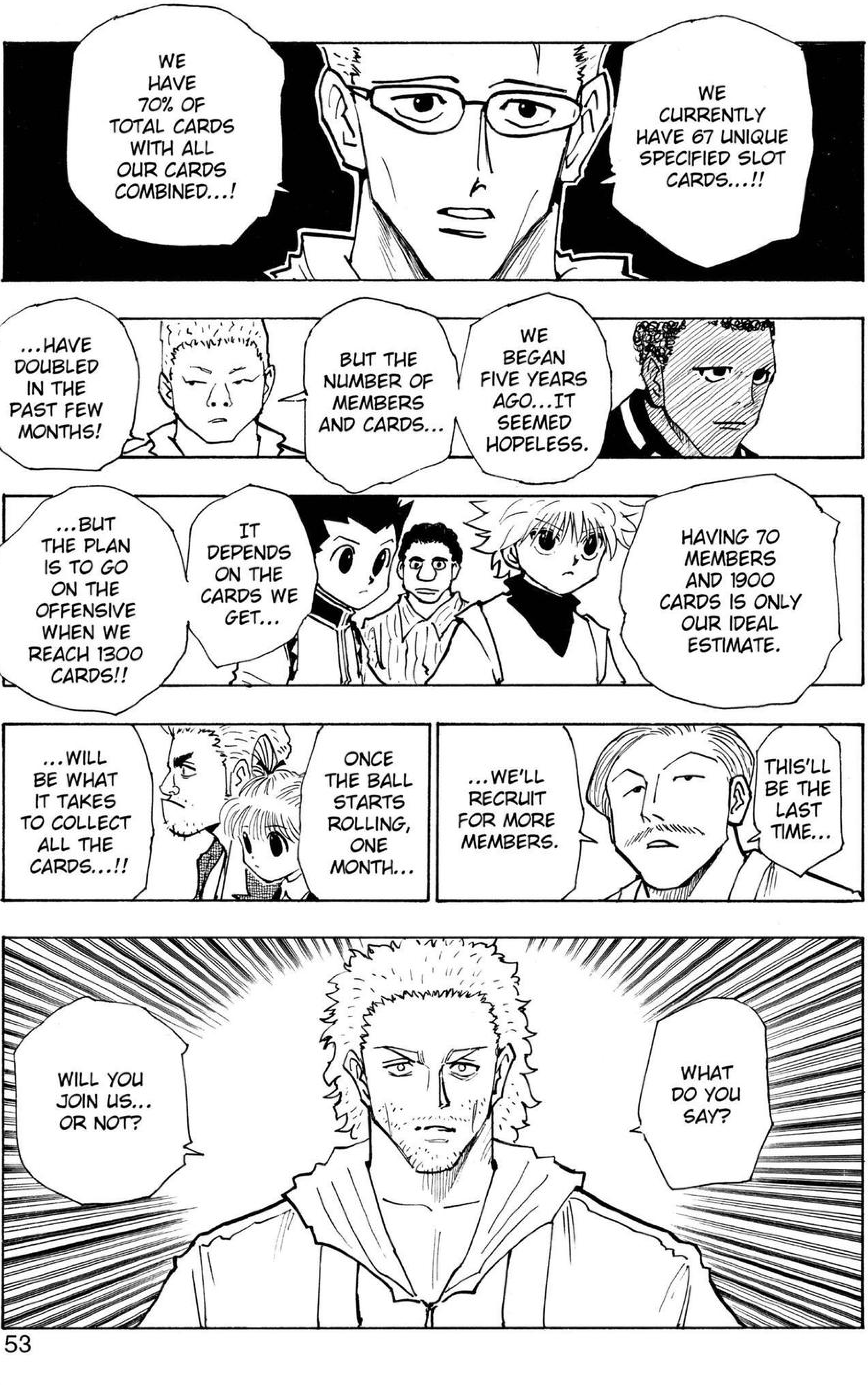

WE'LL PUT AN END TO THIS!! WE'RE ENLISTING PEOPLE...
...TO STRATEGICALLY CONQUER THIS GAME!!
WE NEED YOUR HELP.
HOW?
THERE ARE THREE WAYS TO GET CARDS.
1: FINDING IT YOURSELF. 2: TRADING. 3: TAKING.
DO I NEED TO ASK WHICH YOU USE?
...


THREE.
TECHNICALLY, YOU USE ALL THREE, BUT THE THIRD IS THE MOST CRUCIAL.
SO YOU USE FORCE LIKE EVERYONE ELSE?!
NO!
AT LEAST, **WE** WON'T USE VIOLENCE!
IT'S JUST THAT OUR ACTIONS FALL UNDER THAT CATEGORY!!
THEN HOW DO YOU TAKE CARDS?!
I'M ABOUT TO EX-
SPELLS.
YOU TAKE CARDS USING SPELLS...
RIGHT?

READ THIS WAY

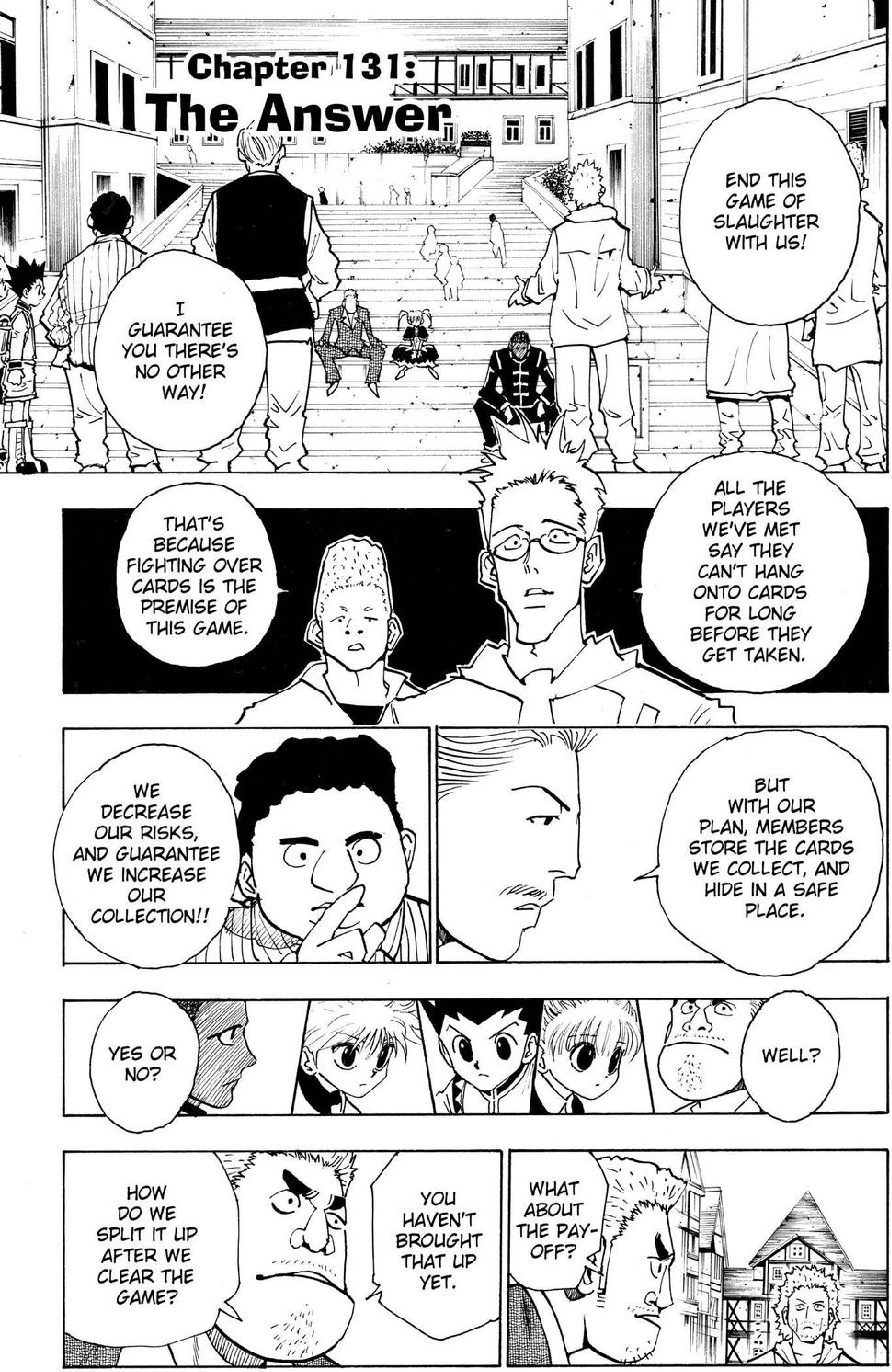

YOU'VE BEEN HERE BEFORE?
NO.
BUT IT'S EASY TO FIGURE OUT.
CORRECT.
WE COLLECT CARDS WITH SPELLS!!
GRR
THERE ARE OFFENSIVE AND DEFENSIVE SPELLS.
SPELLS THAT TAKE CARDS, AND SPELLS THAT BLOCK THOSE SPELLS.
OUR PLAN IS TO MONOPOLIZE THESE SPELL CARDS...!!

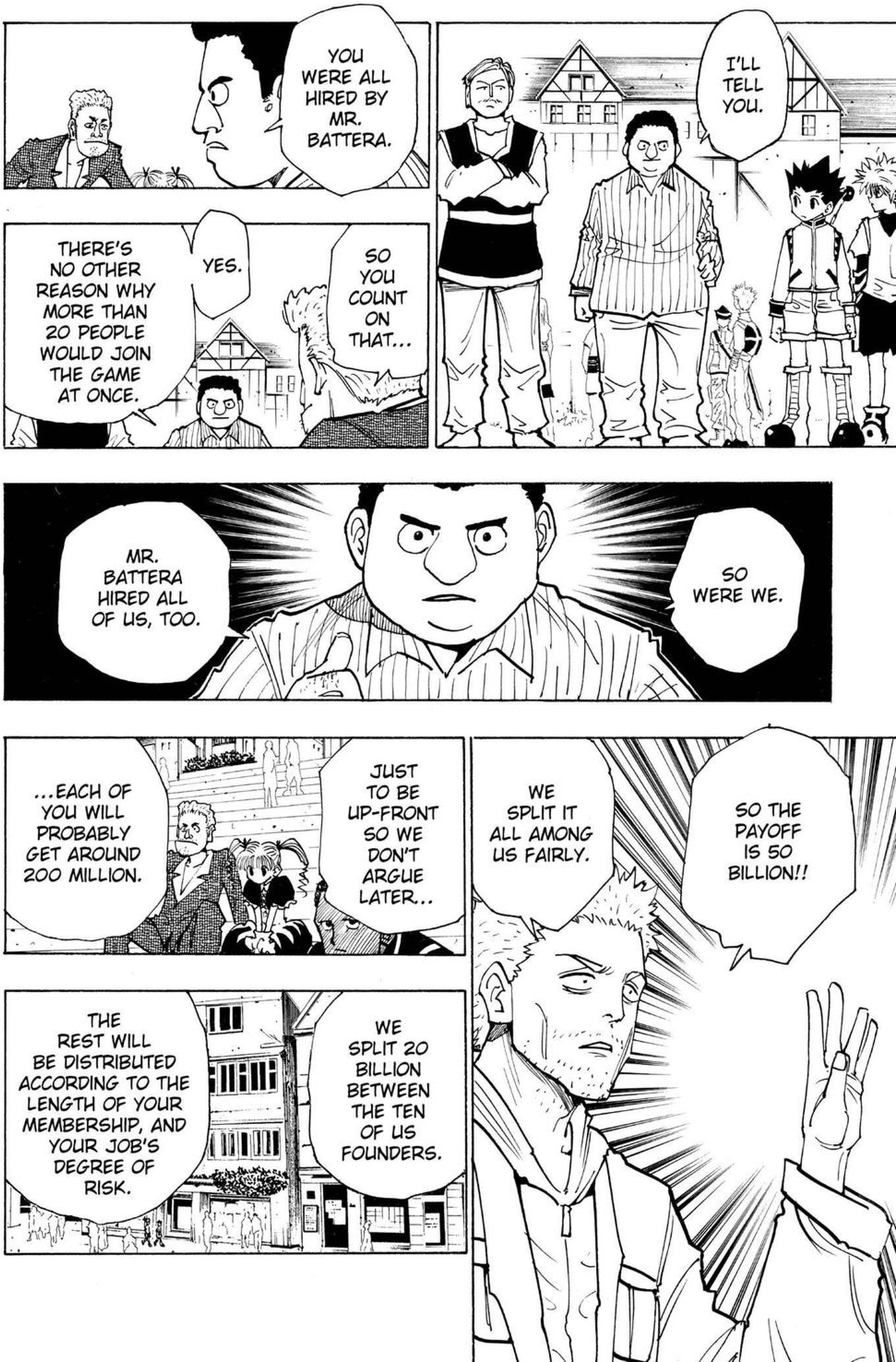

WE USE THE ACCURSED CONVERSION LIMIT...
...TO OUR ADVANTAGE!!
THEN YOU USE ATTACK SPELLS TO TAKE THE CARDS YOU NEED FROM THEIR SPECIFIED SLOTS.
THIS PREVENTS PEOPLE FROM DEFENDING AGAINST YOU.
EXACTLY.
THE NUMBER OF CARDS WE NEED FOR A MONOPOLY...
...IS ABOUT 1900 SPELL CARDS!!
WE NEED 45 PEOPLE TO STORE THEM IN THEIR FREE SLOTS...
AND OTHERS LIKE ME WHO MONITOR, RECRUIT, AND COLLECT CARDS.
A GROUP OF 70 WOULD BE IDEAL...
WE CURRENTLY HAVE 53 PEOPLE.
AND WE HAVE ABOUT 800 SPELL CARDS.


WE CURRENTLY HAVE 67 UNIQUE SPECIFIED SLOT CARDS...!!
WE HAVE 70% OF TOTAL CARDS WITH ALL OUR CARDS COMBINED...!
WE BEGAN FIVE YEARS AGO...IT SEEMED HOPELESS.
BUT THE NUMBER OF MEMBERS AND CARDS...
...HAVE DOUBLED IN THE PAST FEW MONTHS!
HAVING 70 MEMBERS AND 1900 CARDS IS ONLY OUR IDEAL ESTIMATE.
IT DEPENDS ON THE CARDS WE GET...
...BUT THE PLAN IS TO GO ON THE OFFENSIVE WHEN WE REACH 1300 CARDS!!
THIS'LL BE THE LAST TIME...
...WE'LL RECRUIT FOR MORE MEMBERS.
ONCE THE BALL STARTS ROLLING, ONE MONTH...
...WILL BE WHAT IT TAKES TO COLLECT ALL THE CARDS...!!
WHAT DO YOU SAY?
WILL YOU JOIN US... OR NOT?

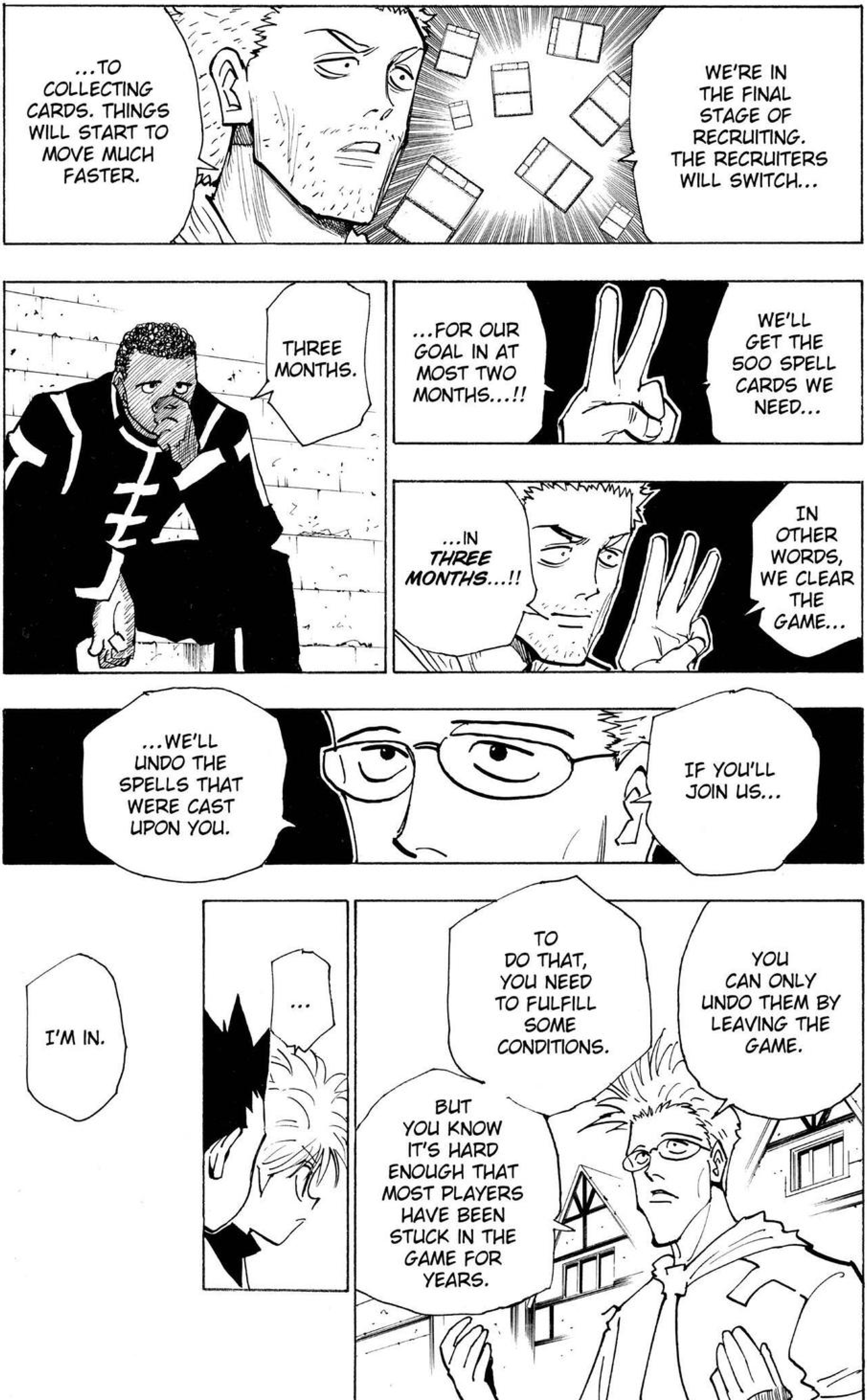
BOOM!
UVO!!
TAKESHI YABUNO
2002.22

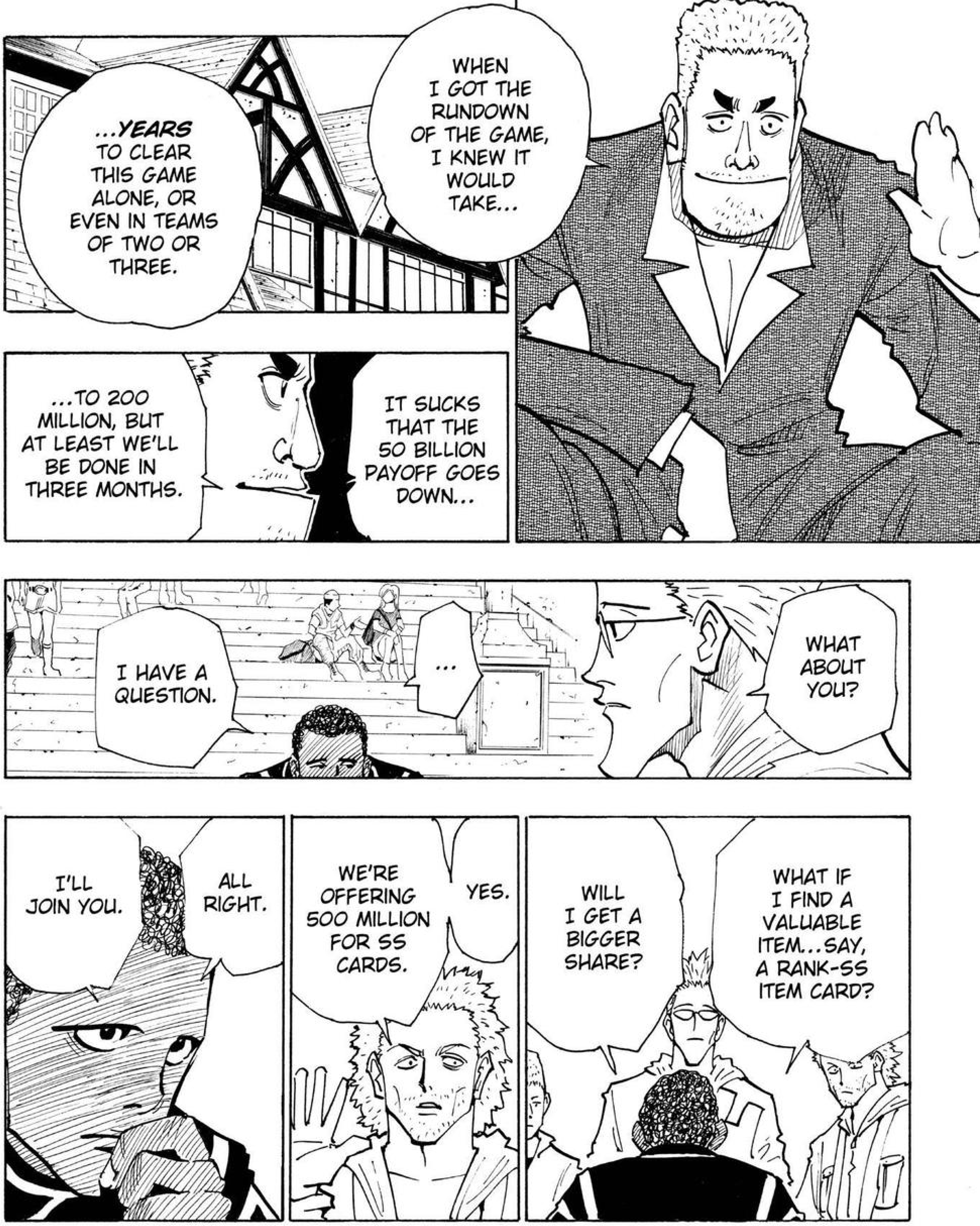
Chapter 131: The Answer


END THIS GAME OF SLAUGHTER WITH US!
I GUARANTEE YOU THERE'S NO OTHER WAY!
ALL THE PLAYERS WE'VE MET SAY THEY CAN'T HANG ONTO CARDS FOR LONG BEFORE THEY GET TAKEN.
THAT'S BECAUSE FIGHTING OVER CARDS IS THE PREMISE OF THIS GAME.
BUT WITH OUR PLAN, MEMBERS STORE THE CARDS WE COLLECT, AND HIDE IN A SAFE PLACE.
WE DECREASE OUR RISKS, AND GUARANTEE WE INCREASE OUR COLLECTION!!
WELL?
YES OR NO?
WHAT ABOUT THE PAY-OFF?
YOU HAVEN'T BROUGHT THAT UP YET.
HOW DO WE SPLIT IT UP AFTER WE CLEAR THE GAME?

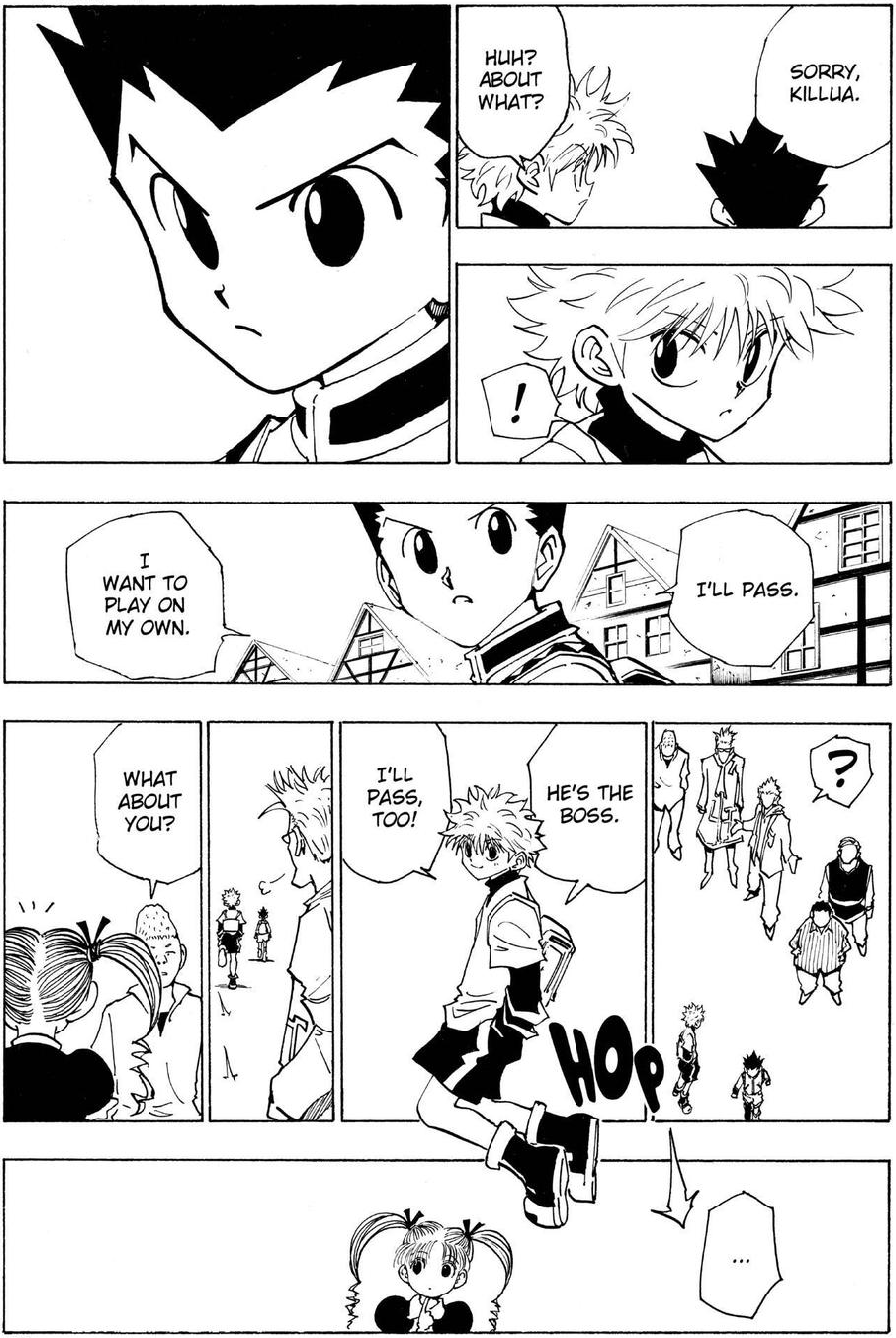

I'LL TELL YOU.
YOU WERE ALL HIRED BY MR. BATTERA.
SO YOU COUNT ON THAT...
YES.
THERE'S NO OTHER REASON WHY MORE THAN 20 PEOPLE WOULD JOIN THE GAME AT ONCE.
SO WERE WE.
MR. BATTERA HIRED ALL OF US, TOO.
SO THE PAYOFF IS 50 BILLION!!
WE SPLIT IT ALL AMONG US FAIRLY.
JUST TO BE UP-FRONT SO WE DON'T ARGUE LATER...
...EACH OF YOU WILL PROBABLY GET AROUND 200 MILLION.
WE SPLIT 20 BILLION BETWEEN THE TEN OF US FOUNDERS.
THE REST WILL BE DISTRIBUTED ACCORDING TO THE LENGTH OF YOUR MEMBERSHIP, AND YOUR JOB'S DEGREE OF RISK.

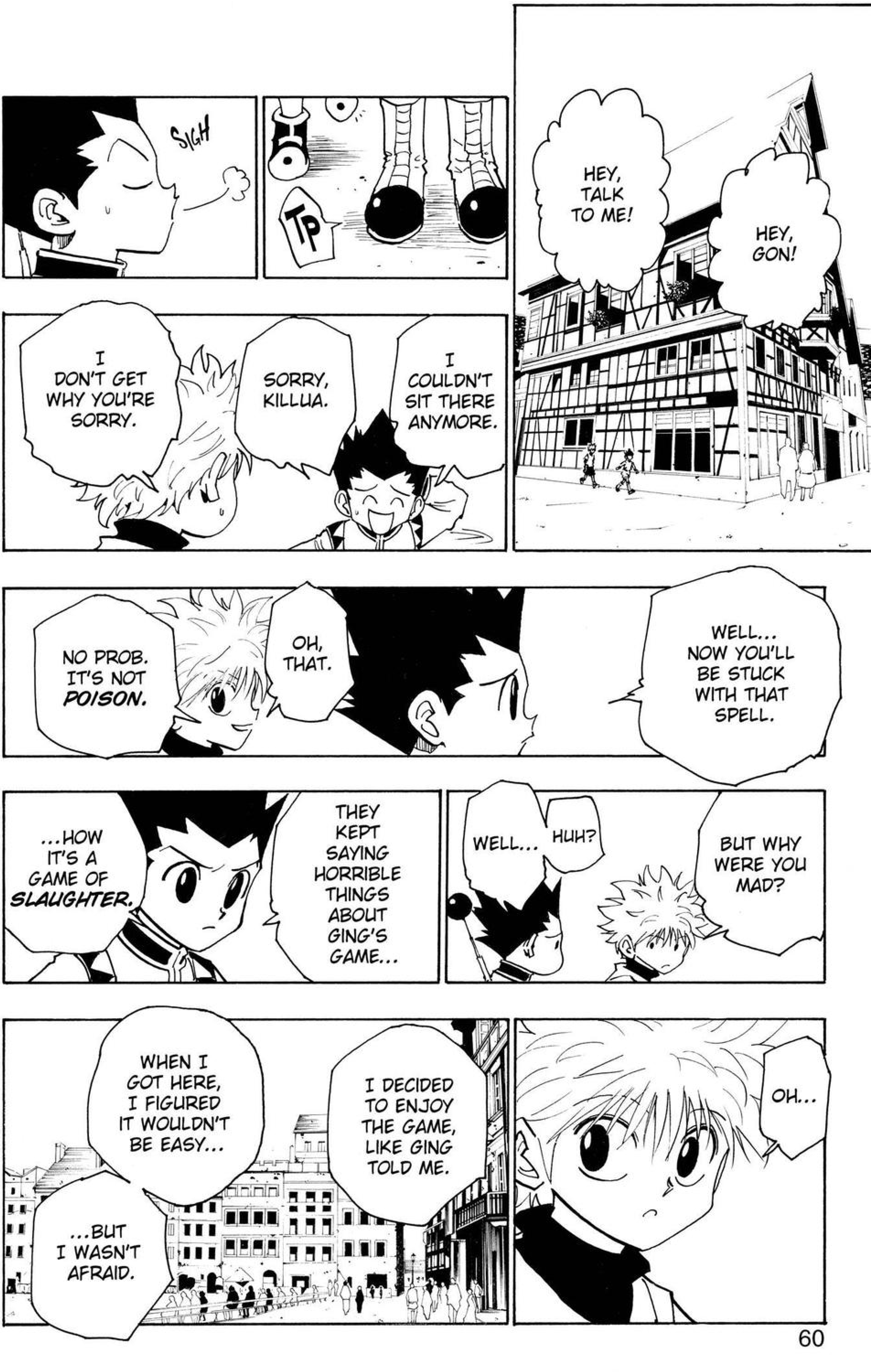
READ THIS WAY

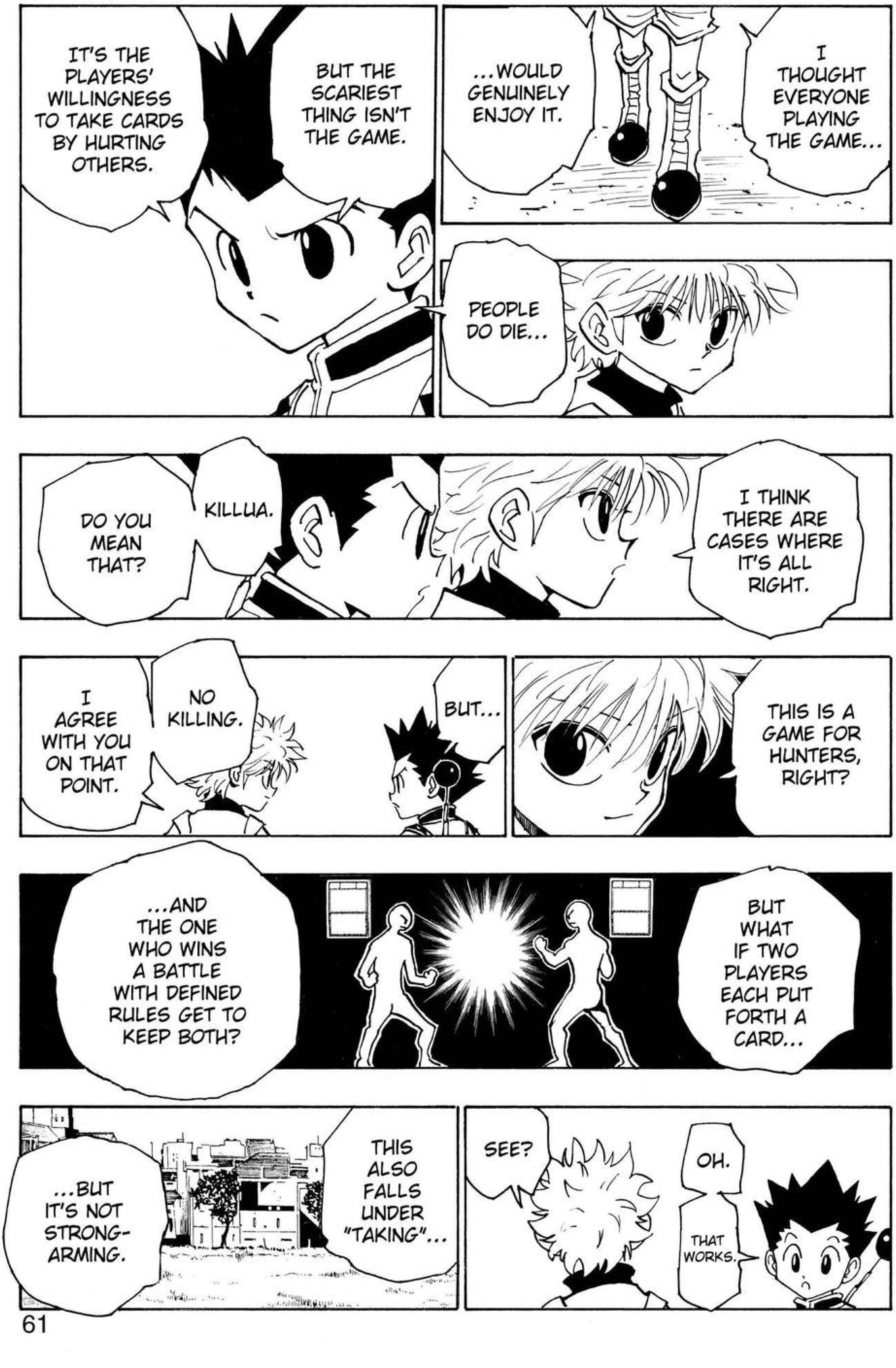

WE'RE IN THE FINAL STAGE OF RECRUITING. THE RECRUITERS WILL SWITCH...
...TO COLLECTING CARDS. THINGS WILL START TO MOVE MUCH FASTER.
WE'LL GET THE 500 SPELL CARDS WE NEED...
...FOR OUR GOAL IN AT MOST TWO MONTHS...!!
IN OTHER WORDS, WE CLEAR THE GAME...
...IN *THREE MONTHS*...!!
THREE MONTHS.
IF YOU'LL JOIN US...
...WE'LL UNDO THE SPELLS THAT WERE CAST UPON YOU.
YOU CAN ONLY UNDO THEM BY LEAVING THE GAME.
TO DO THAT, YOU NEED TO FULFILL SOME CONDITIONS.
BUT YOU KNOW IT'S HARD ENOUGH THAT MOST PLAYERS HAVE BEEN STUCK IN THE GAME FOR YEARS.
...
I'M IN.

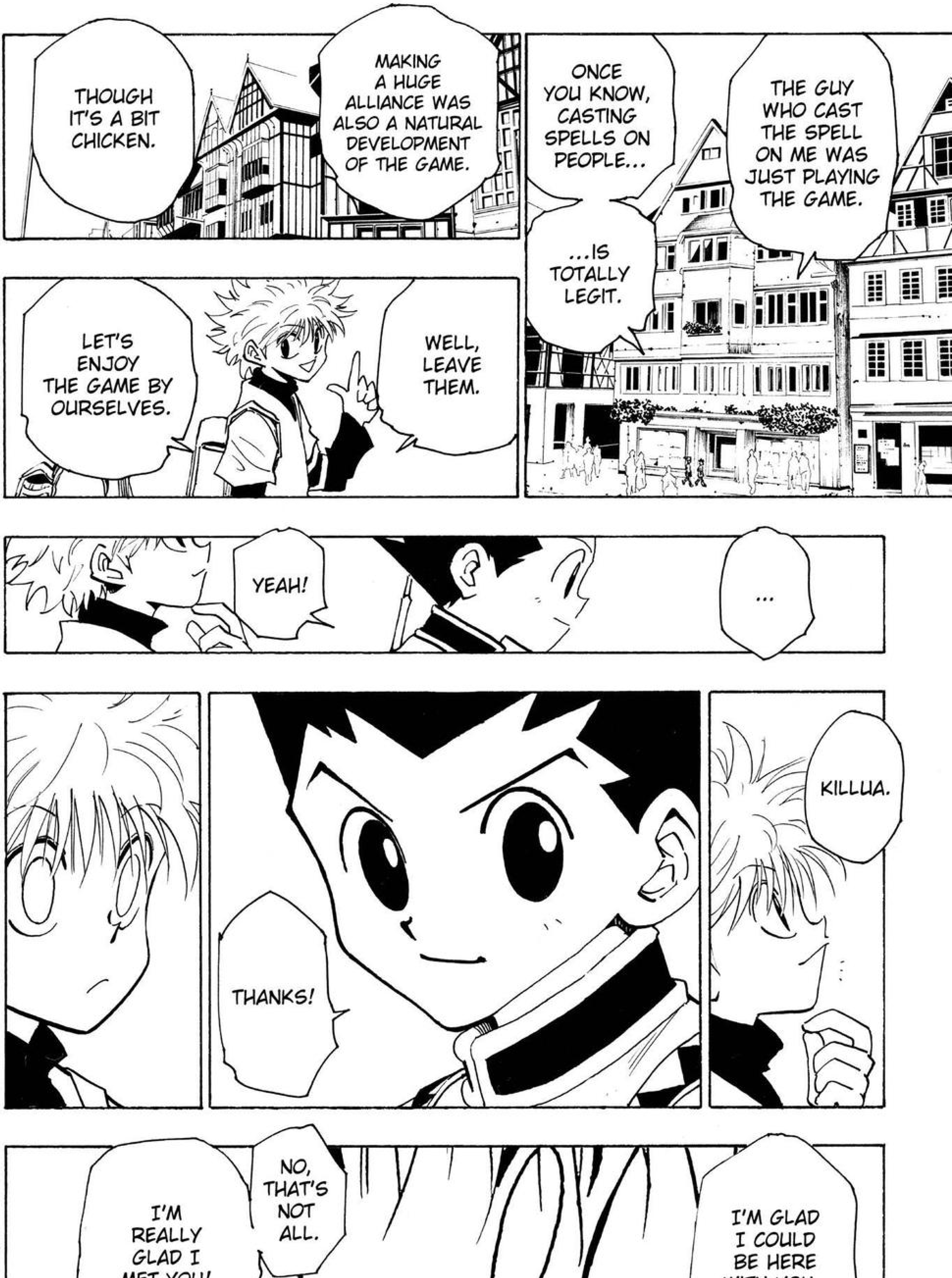

WHEN I GOT THE RUNDOWN OF THE GAME, I KNEW IT WOULD TAKE...
...**YEARS** TO CLEAR THIS GAME ALONE, OR EVEN IN TEAMS OF TWO OR THREE.
IT SUCKS THAT THE 50 BILLION PAYOFF GOES DOWN...
...TO 200 MILLION, BUT AT LEAST WE'LL BE DONE IN THREE MONTHS.
WHAT ABOUT YOU?
...
I HAVE A QUESTION.
WHAT IF I FIND A VALUABLE ITEM...SAY, A RANK-SS ITEM CARD?
WILL I GET A BIGGER SHARE?
YES.
WE'RE OFFERING 500 MILLION FOR SS CARDS.
ALL RIGHT.
I'LL JOIN YOU.
WHAT WILL ***YOU*** DO?

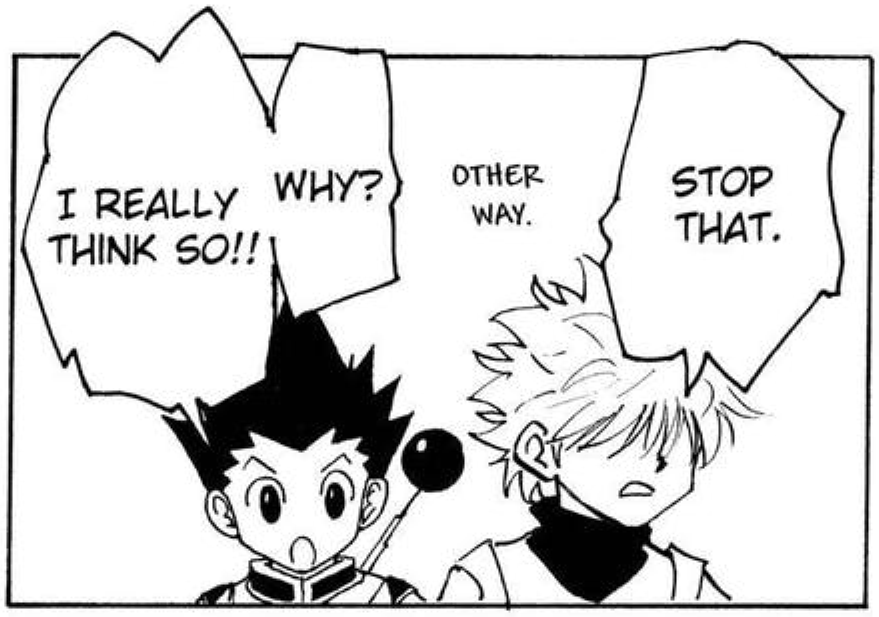
READ THIS WAY

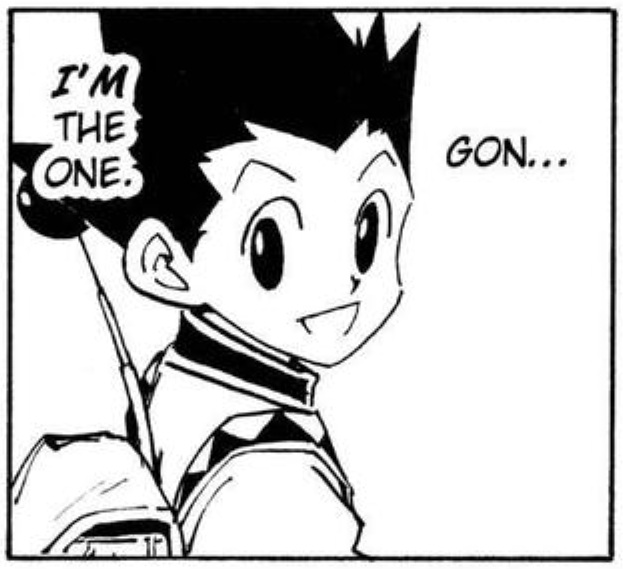

SORRY, KILLUA.
HUH? ABOUT WHAT?
!
I'LL PASS.
I WANT TO PLAY ON MY OWN.
?
HE'S THE BOSS.
I'LL PASS, TOO!
HOP
WHAT ABOUT YOU?
...

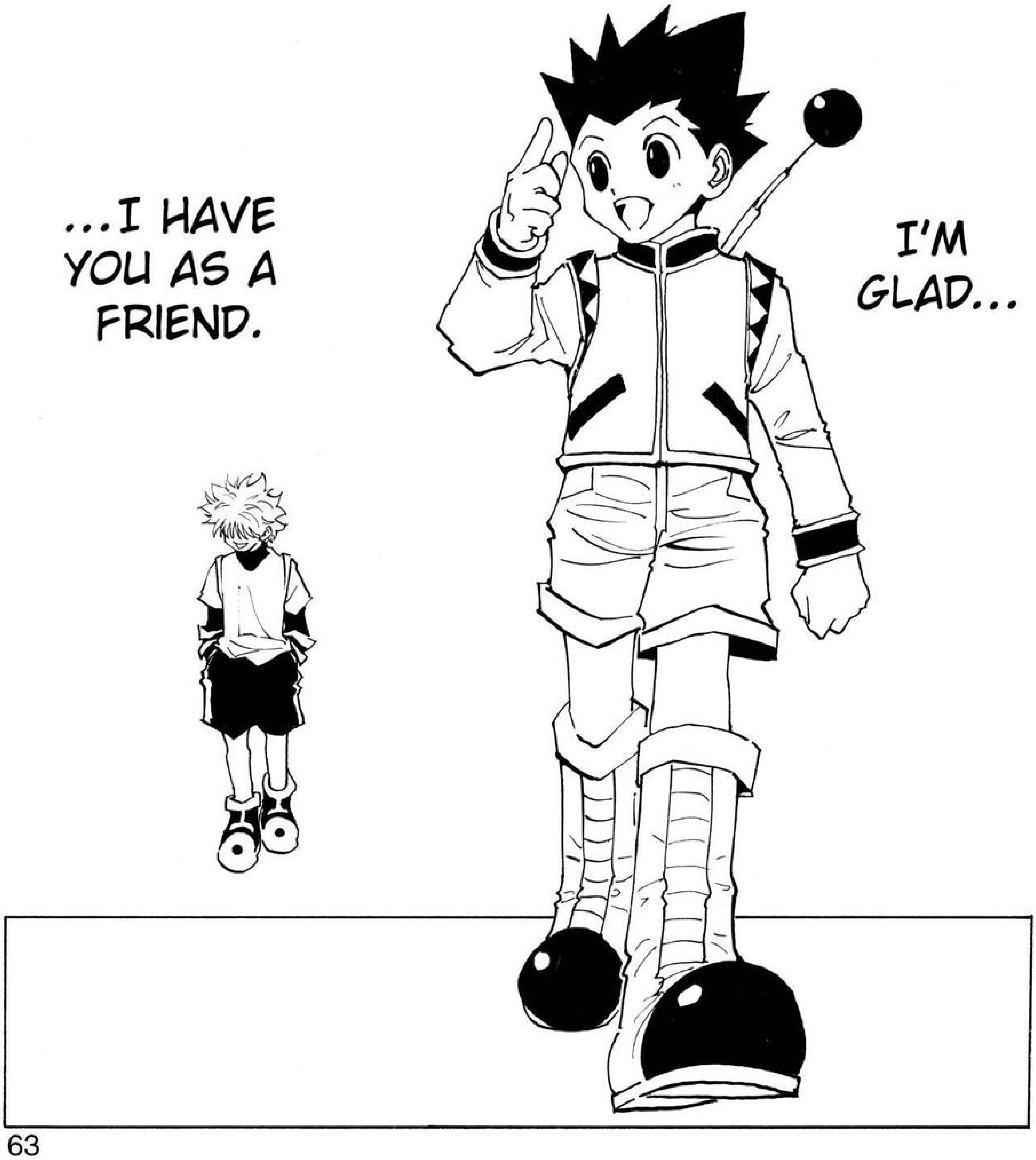

HEY, GON!
HEY, TALK TO ME!
TP
SIGH
I COULDN'T SIT THERE ANYMORE.
SORRY, KILLUA.
I DON'T GET WHY YOU'RE SORRY.
WELL... NOW YOU'LL BE STUCK WITH THAT SPELL.
OH, THAT.
NO PROB. IT'S NOT *POISON.*
BUT WHY WERE YOU MAD?
HUH?
WELL...
THEY KEPT SAYING HORRIBLE THINGS ABOUT GING'S GAME...
...HOW IT'S A GAME OF *SLAUGHTER.*
OH...
I DECIDED TO ENJOY THE GAME, LIKE GING TOLD ME.
WHEN I GOT HERE, I FIGURED IT WOULDN'T BE EASY...
...BUT I WASN'T AFRAID.

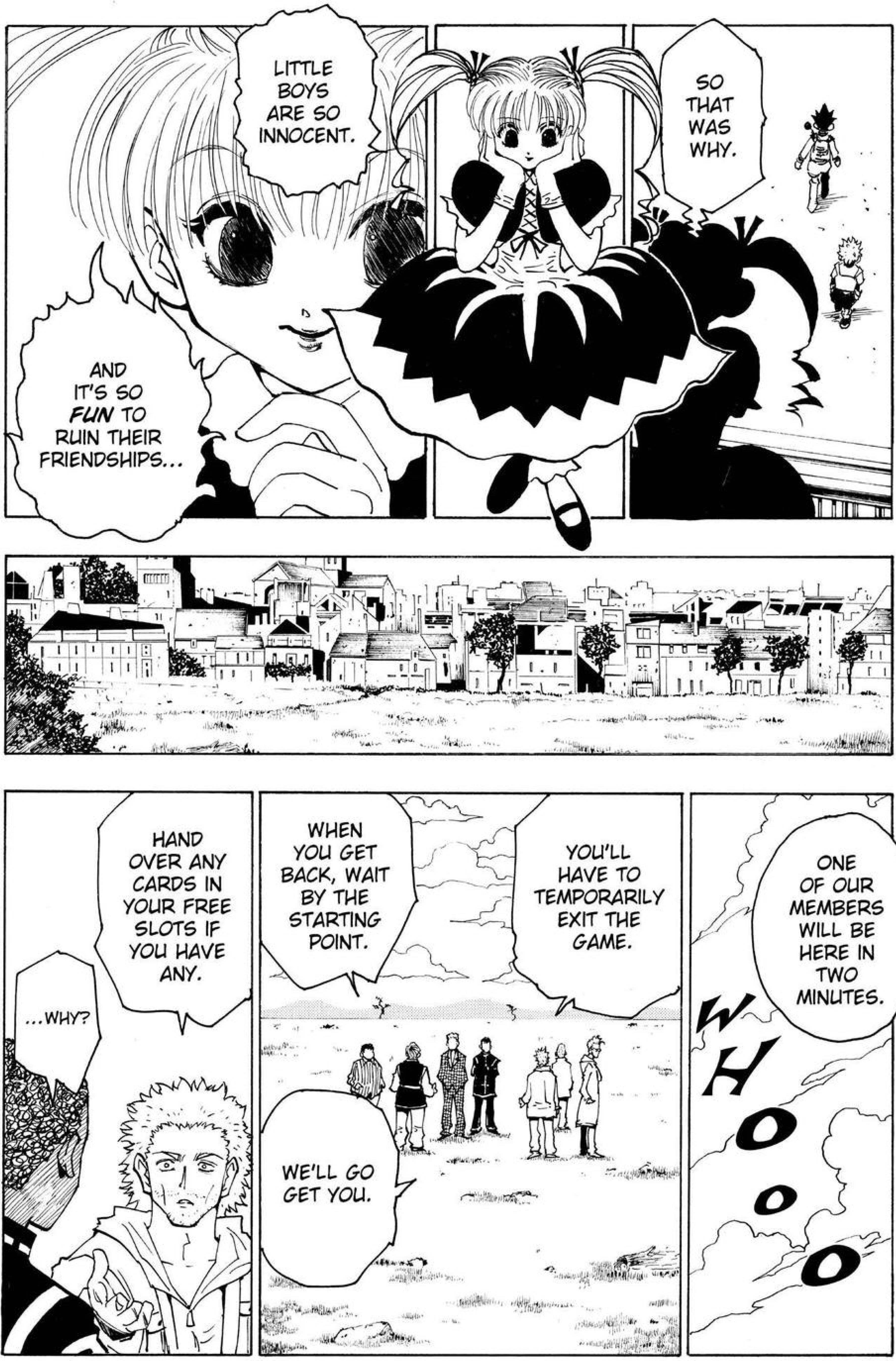

I THOUGHT EVERYONE PLAYING THE GAME...
...WOULD GENUINELY ENJOY IT.
PEOPLE DO DIE...
BUT THE SCARIEST THING ISN'T THE GAME.
IT'S THE PLAYERS' WILLINGNESS TO TAKE CARDS BY HURTING OTHERS.
I THINK THERE ARE CASES WHERE IT'S ALL RIGHT.
KILLUA.
DO YOU MEAN THAT?
THIS IS A GAME FOR HUNTERS, RIGHT?
BUT...
NO KILLING.
I AGREE WITH YOU ON THAT POINT.
BUT WHAT IF TWO PLAYERS EACH PUT FORTH A CARD...
...AND THE ONE WHO WINS A BATTLE WITH DEFINED RULES GET TO KEEP BOTH?
THIS ALSO FALLS UNDER "TAKING"...
...BUT IT'S NOT STRONG-ARMING.
SEE?
OH.
THAT WORKS.

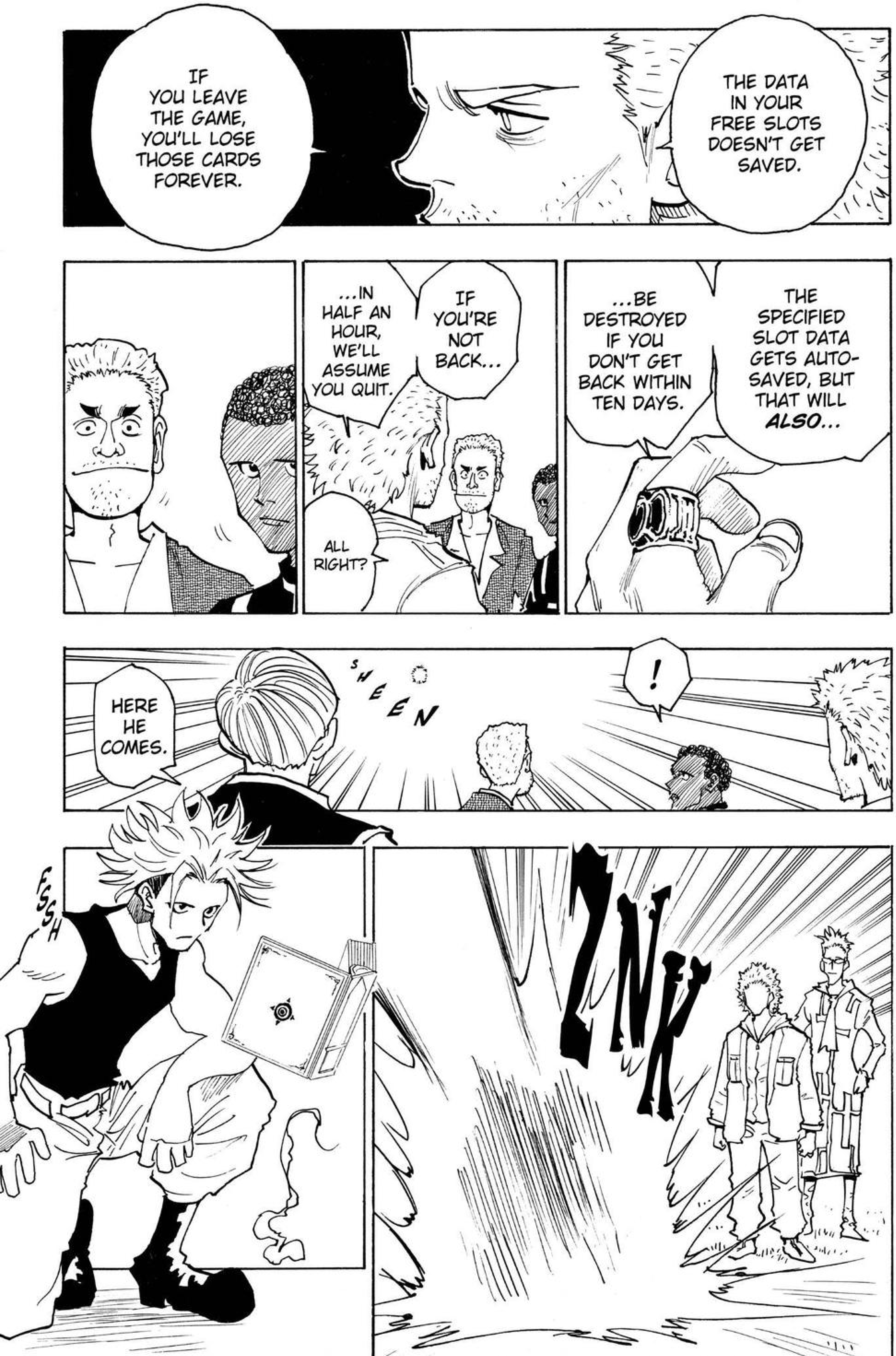

THE GUY WHO CAST THE SPELL ON ME WAS JUST PLAYING THE GAME.
ONCE YOU KNOW, CASTING SPELLS ON PEOPLE...
...IS TOTALLY LEGIT.
MAKING A HUGE ALLIANCE WAS ALSO A NATURAL DEVELOPMENT OF THE GAME.
THOUGH IT'S A BIT CHICKEN.
WELL, LEAVE THEM.
LET'S ENJOY THE GAME BY OURSELVES.
...
YEAH!
KILLUA.
THANKS!
I'M GLAD I COULD BE HERE WITH YOU...
NO, THAT'S NOT ALL.
I'M REALLY GLAD I MET YOU!

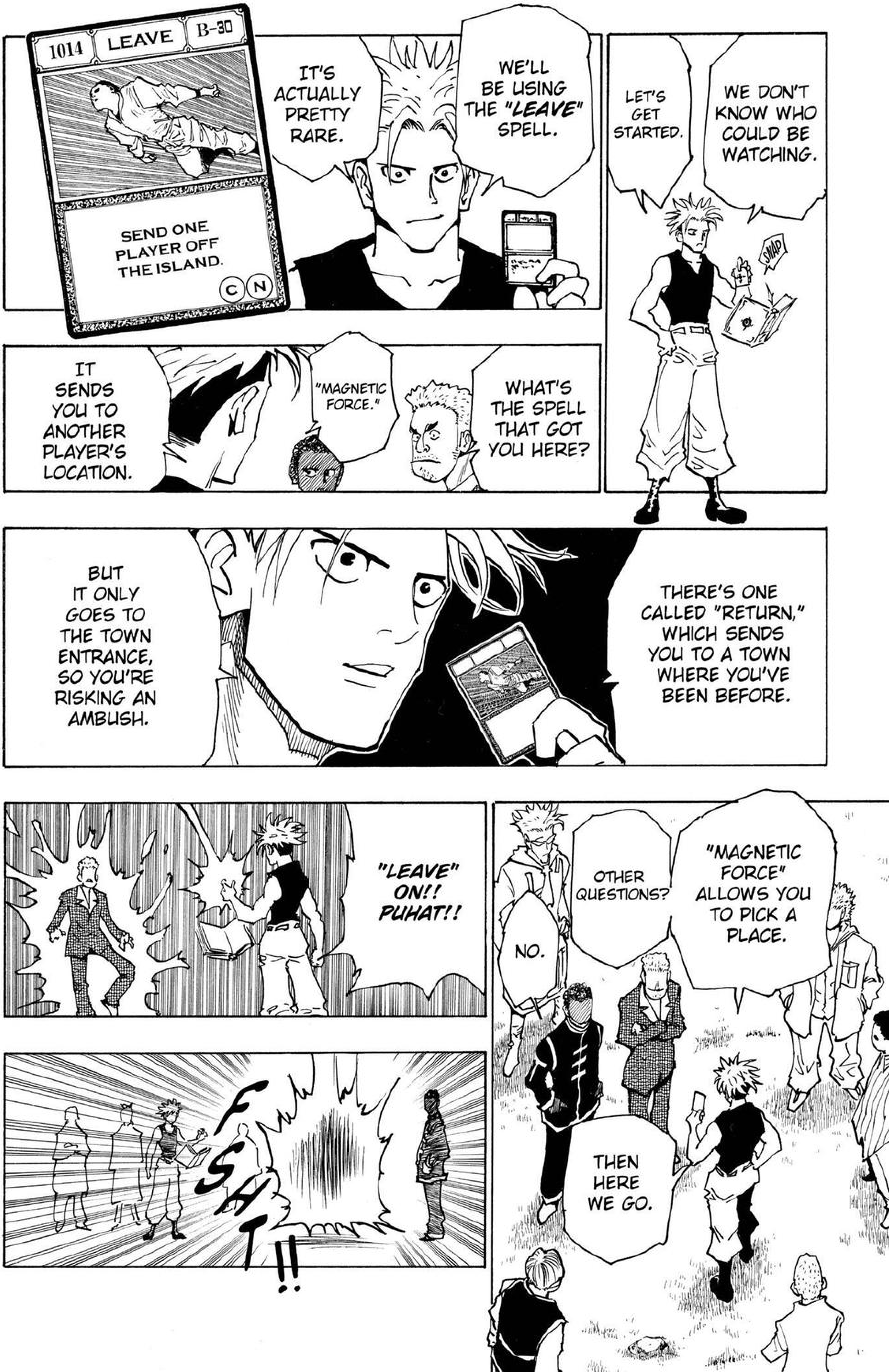

STOP THAT.
OTHER WAY.
WHY?
I REALLY THINK SO!!
GON, I'M THE ONE.

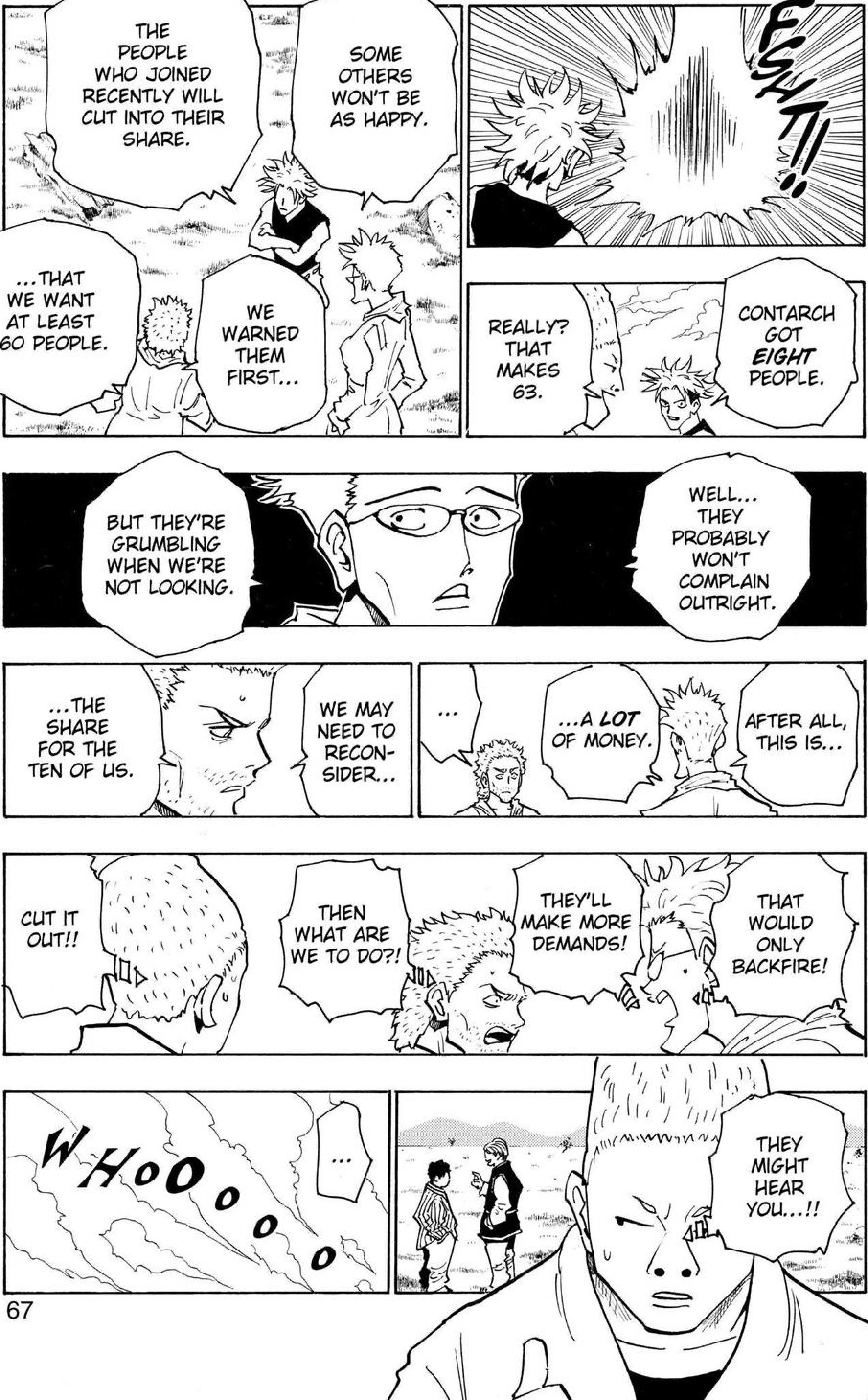

GON...
I'M THE ONE.

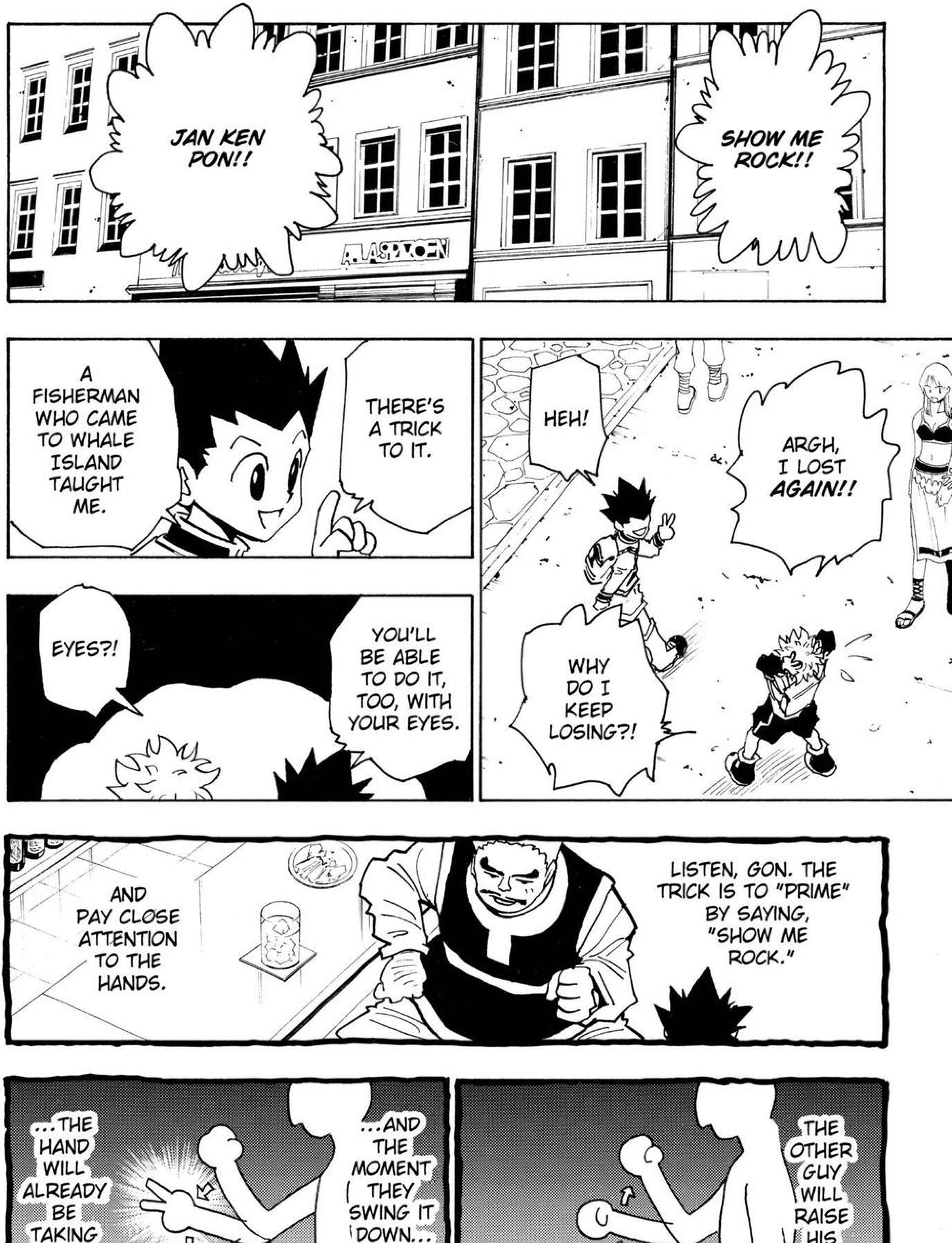

I'M GLAD...
...I HAVE YOU AS A FRIEND.


SO THAT WAS WHY.
LITTLE BOYS ARE SO INNOCENT.
AND IT'S SO ***FUN*** TO RUIN THEIR FRIENDSHIPS...
WHOOOO
ONE OF OUR MEMBERS WILL BE HERE IN TWO MINUTES.
YOU'LL HAVE TO TEMPORARILY EXIT THE GAME.
WHEN YOU GET BACK, WAIT BY THE STARTING POINT.
WE'LL GO GET YOU.
HAND OVER ANY CARDS IN YOUR FREE SLOTS IF YOU HAVE ANY.
...WHY?

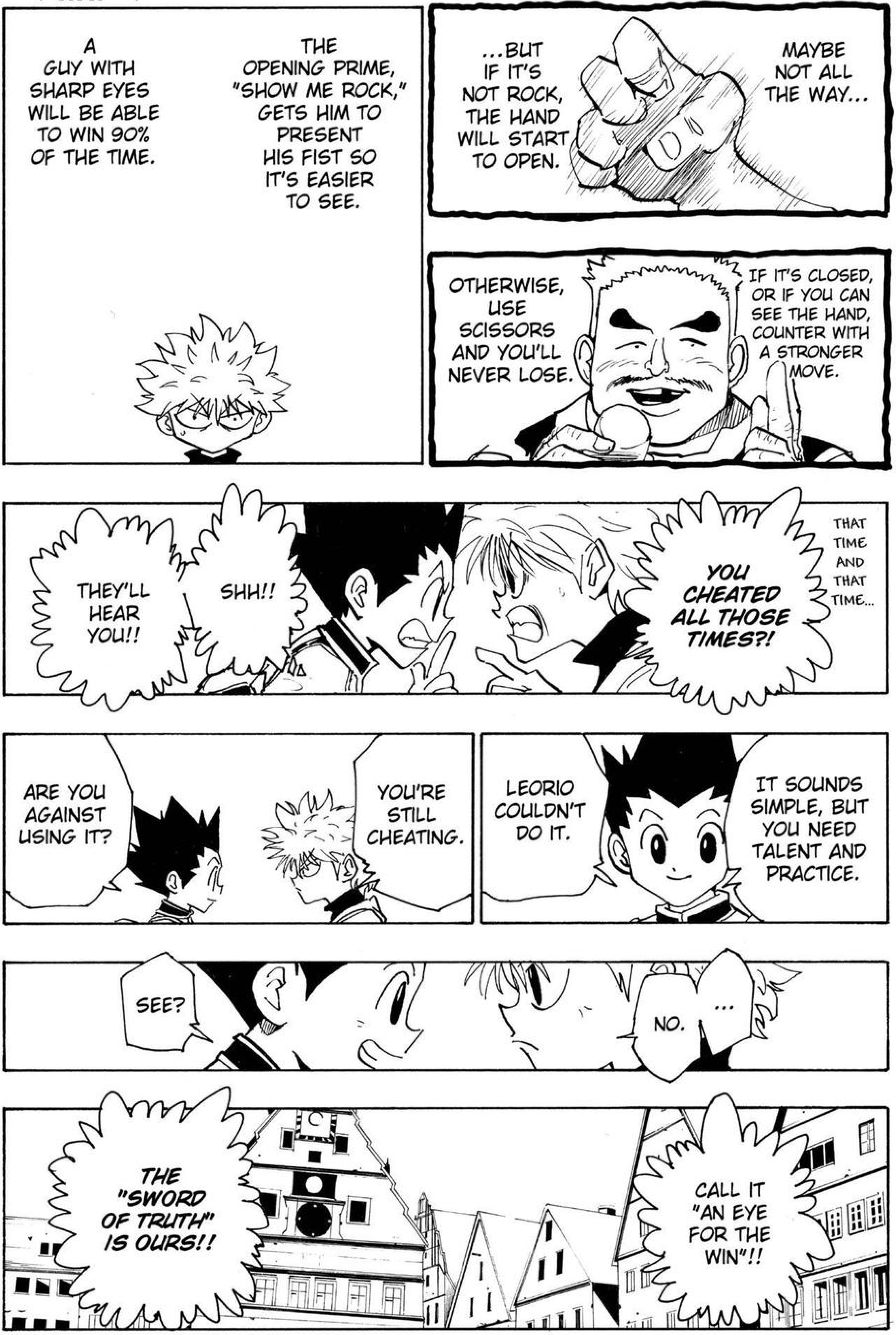

THE DATA IN YOUR FREE SLOTS DOESN'T GET SAVED.
IF YOU LEAVE THE GAME, YOU'LL LOSE THOSE CARDS FOREVER.
THE SPECIFIED SLOT DATA GETS AUTO-SAVED, BUT THAT WILL ALSO...
...BE DESTROYED IF YOU DON'T GET BACK WITHIN TEN DAYS.
IF YOU'RE NOT BACK...
...IN HALF AN HOUR, WE'LL ASSUME YOU QUIT.
ALL RIGHT?
!
SHEEN
HERE HE COMES.
ZNK
FSSH

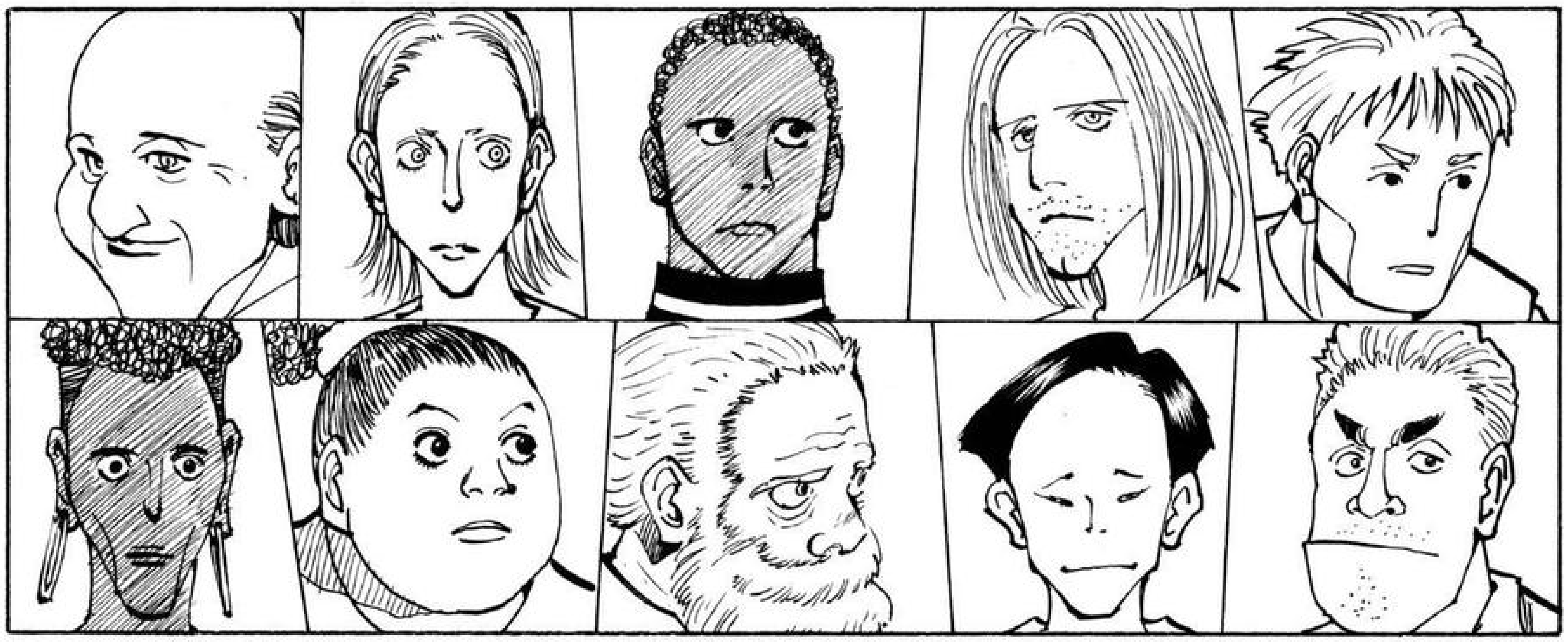

WE DON'T KNOW WHO COULD BE WATCHING.
LET'S GET STARTED.
SNAP
WE'LL BE USING THE *"LEAVE"* SPELL.
IT'S ACTUALLY PRETTY RARE.
1014 LEAVE B-30
SEND ONE PLAYER OFF THE ISLAND.
C N
WHAT'S THE SPELL THAT GOT YOU HERE?
"MAGNETIC FORCE."
IT SENDS YOU TO ANOTHER PLAYER'S LOCATION.
THERE'S ONE CALLED "RETURN," WHICH SENDS YOU TO A TOWN WHERE YOU'VE BEEN BEFORE.
BUT IT ONLY GOES TO THE TOWN ENTRANCE, SO YOU'RE RISKING AN AMBUSH.
"MAGNETIC FORCE" ALLOWS YOU TO PICK A PLACE.
OTHER QUESTIONS?
NO.
THEN HERE WE GO.
"LEAVE" ON!! PUHAT!!
FSHT!!


FSHT!!
CONTARCH GOT *EIGHT* PEOPLE.
REALLY? THAT MAKES 63.
SOME OTHERS WON'T BE AS HAPPY.
THE PEOPLE WHO JOINED RECENTLY WILL CUT INTO THEIR SHARE.
WE WARNED THEM FIRST...
...THAT WE WANT AT LEAST 60 PEOPLE.
WELL... THEY PROBABLY WON'T COMPLAIN OUTRIGHT.
BUT THEY'RE GRUMBLING WHEN WE'RE NOT LOOKING.
AFTER ALL, THIS IS...
...A *LOT* OF MONEY.
...
WE MAY NEED TO RECONSIDER...
...THE SHARE FOR THE TEN OF US.
THAT WOULD ONLY BACKFIRE!
THEY'LL MAKE MORE DEMANDS!
THEN WHAT ARE WE TO DO?!
CUT IT OUT!!
THEY MIGHT HEAR YOU...!!
...
WHOOOOOO


SHOW ME ROCK!!
JAN KEN PON!!
HEH!
ARGH, I LOST AGAIN!!
WHY DO I KEEP LOSING?!
THERE'S A TRICK TO IT.
A FISHERMAN WHO CAME TO WHALE ISLAND TAUGHT ME.
YOU'LL BE ABLE TO DO IT, TOO, WITH YOUR EYES.
EYES?!
LISTEN, GON. THE TRICK IS TO "PRIME" BY SAYING, "SHOW ME ROCK."
AND PAY CLOSE ATTENTION TO THE HANDS.
THE OTHER GUY WILL RAISE HIS FIST...
...AND THE MOMENT THEY SWING IT DOWN...
...THE HAND WILL ALREADY BE TAKING SHAPE.

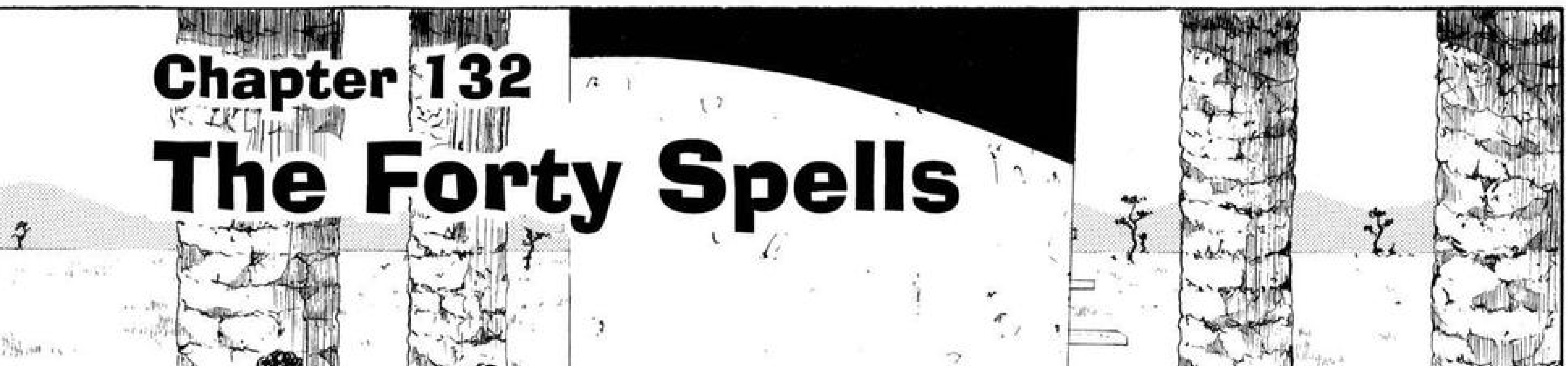
READ THIS WAY

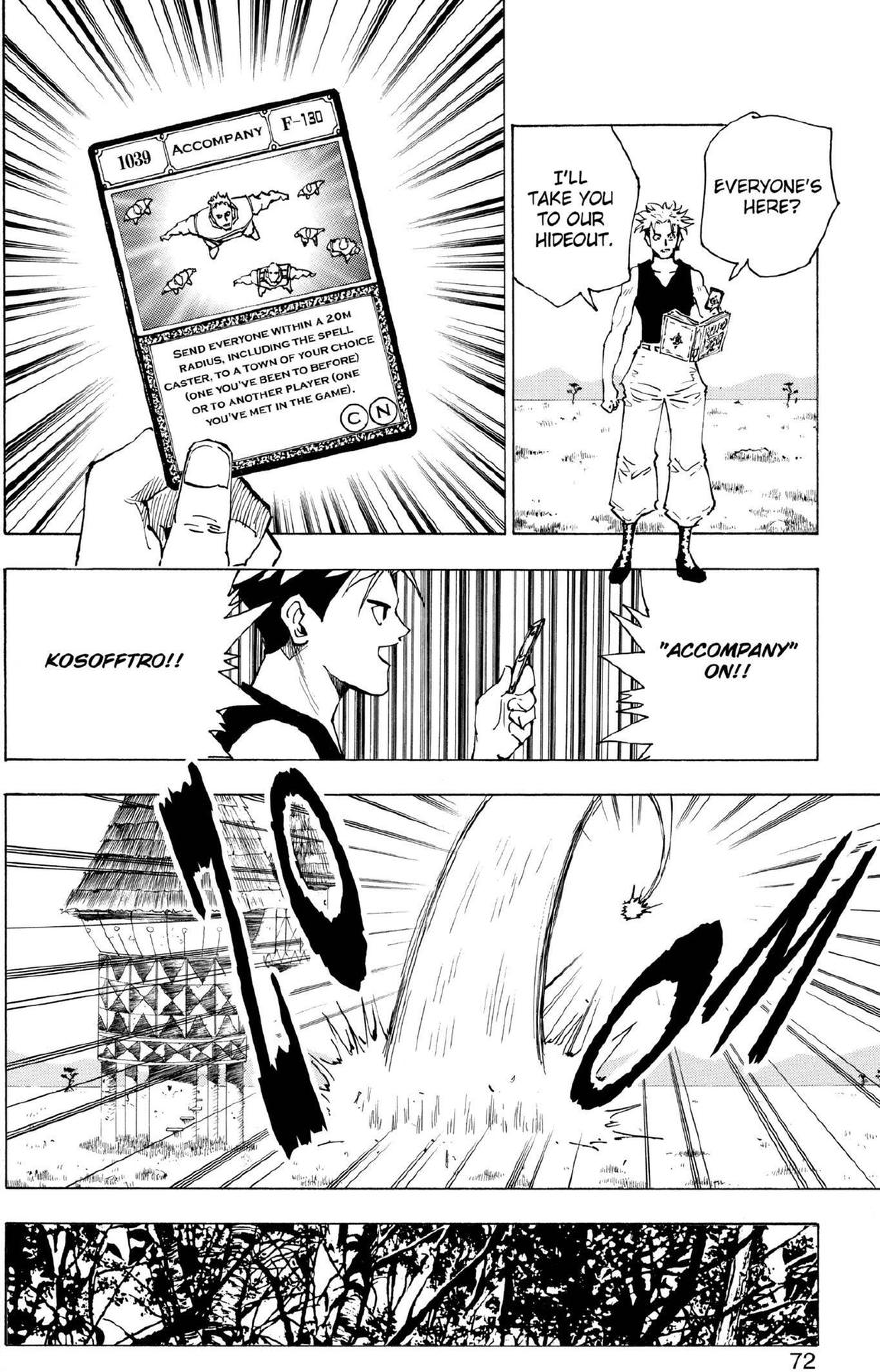

MAYBE NOT ALL THE WAY...
...BUT IF IT'S NOT ROCK, THE HAND WILL START TO OPEN.
IF IT'S CLOSED, OR IF YOU CAN SEE THE HAND, COUNTER WITH A STRONGER MOVE.
OTHERWISE, USE SCISSORS AND YOU'LL NEVER LOSE.
THE OPENING PRIME, "SHOW ME ROCK," GETS HIM TO PRESENT HIS FIST SO IT'S EASIER TO SEE.
A GUY WITH SHARP EYES WILL BE ABLE TO WIN 90% OF THE TIME.
THAT TIME AND THAT TIME...
YOU CHEATED ALL THOSE TIMES?!
SHH!!
THEY'LL HEAR YOU!!
IT SOUNDS SIMPLE, BUT YOU NEED TALENT AND PRACTICE.
LEORIO COULDN'T DO IT.
YOU'RE STILL CHEATING.
ARE YOU AGAINST USING IT?
...
NO.
SEE?
CALL IT "AN EYE FOR THE WIN"!!
THE "SWORD OF TRUTH" IS OURS!!

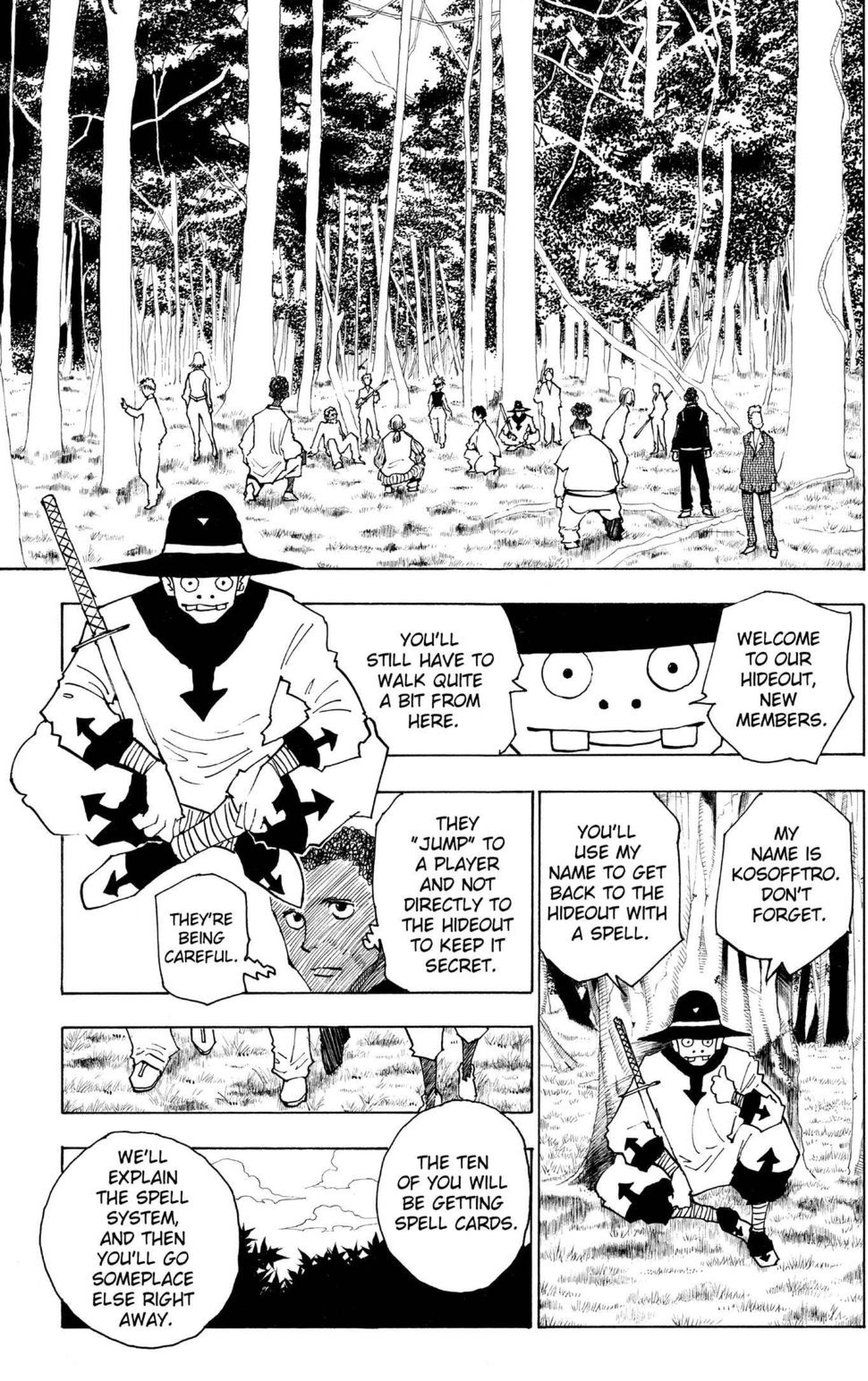


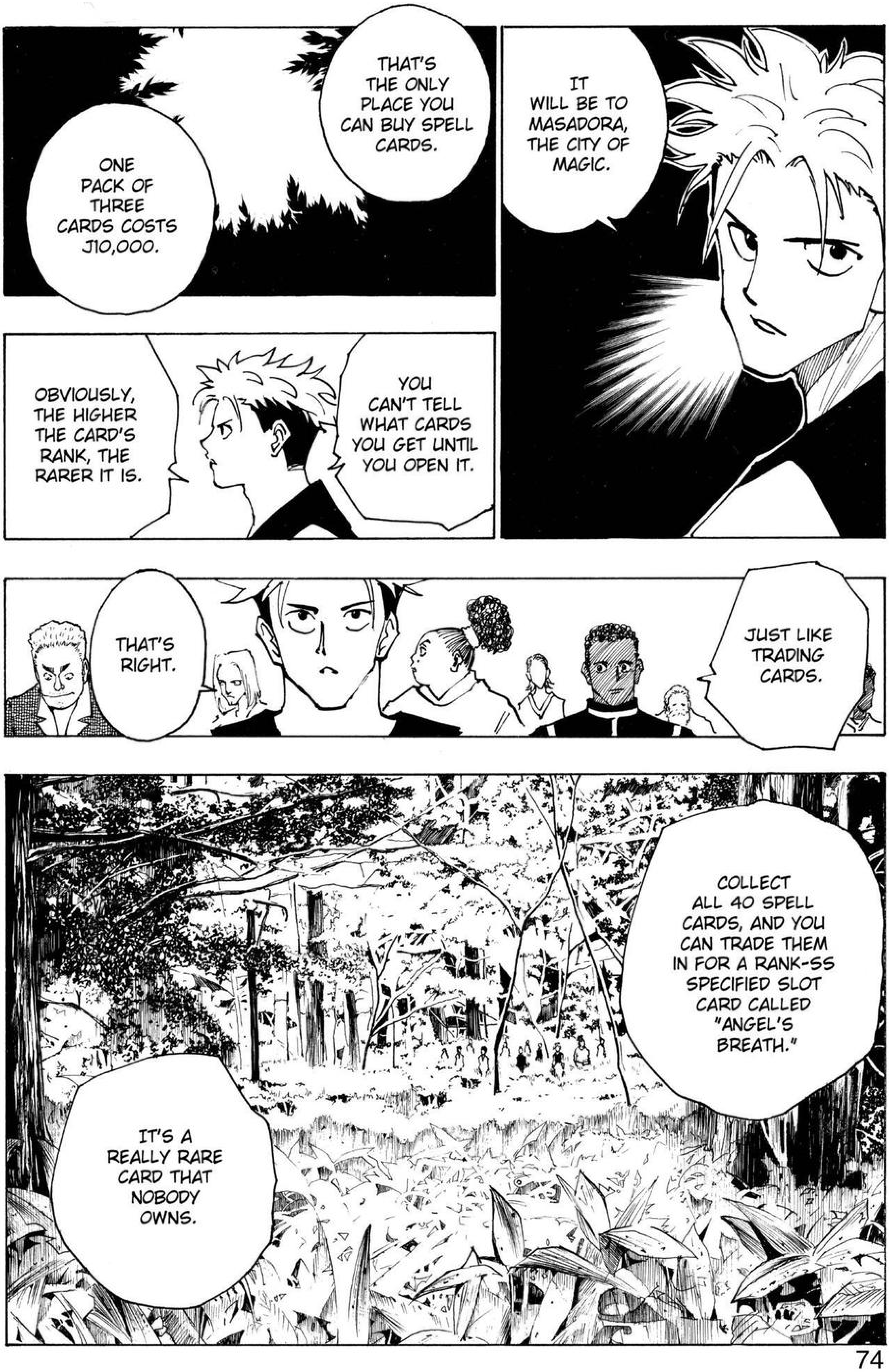
Chapter 132

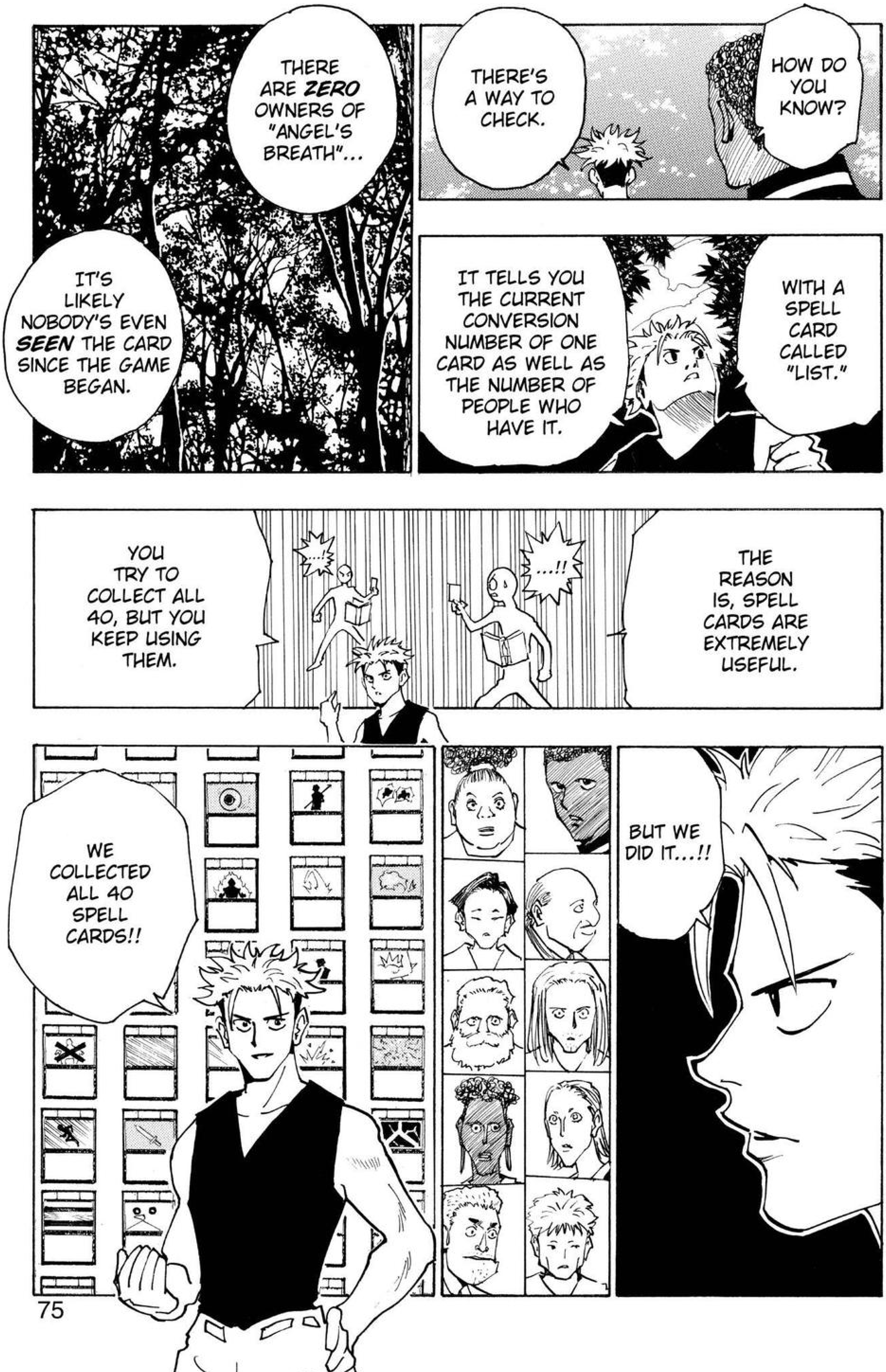
The Forty Spells

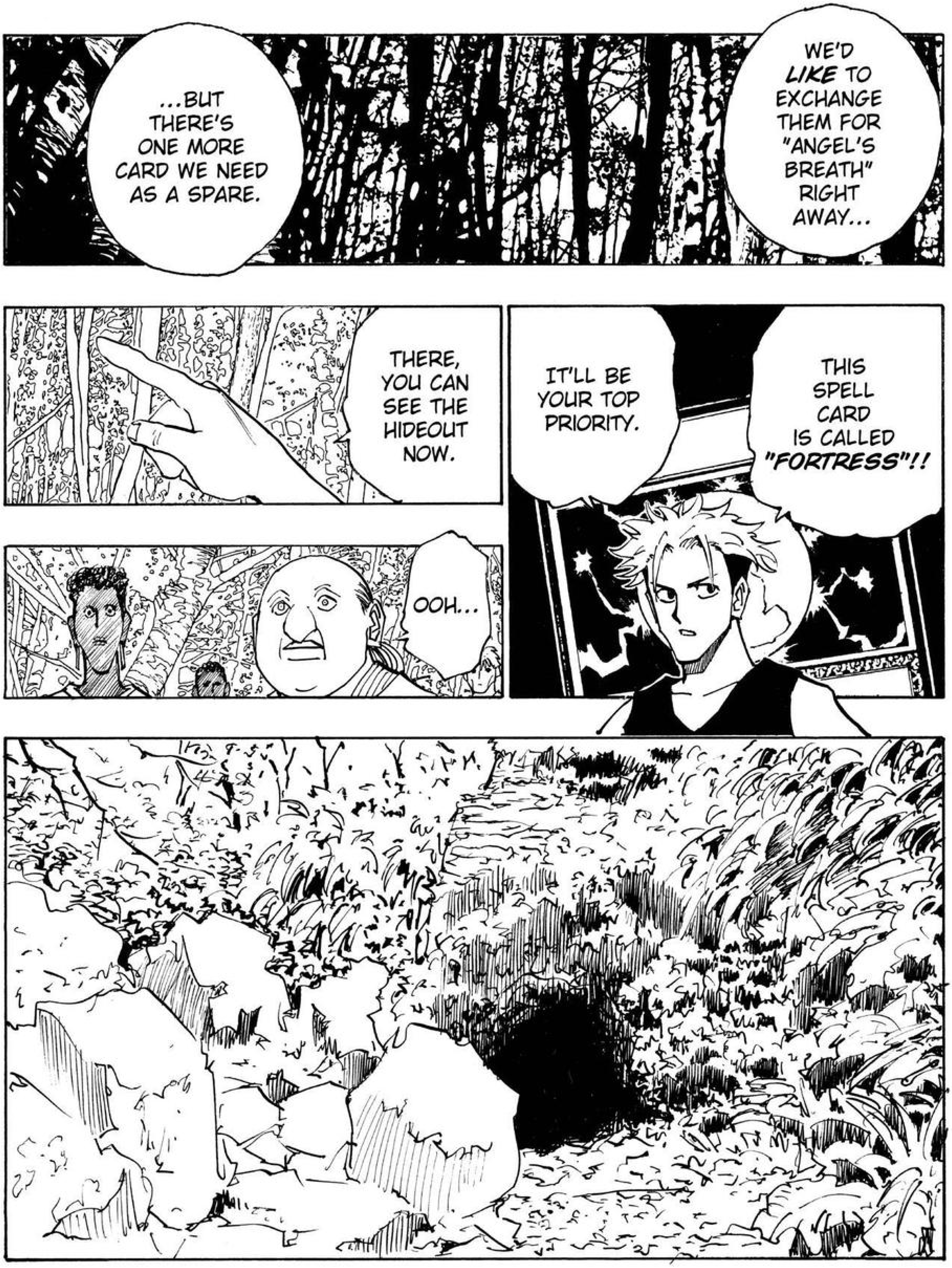


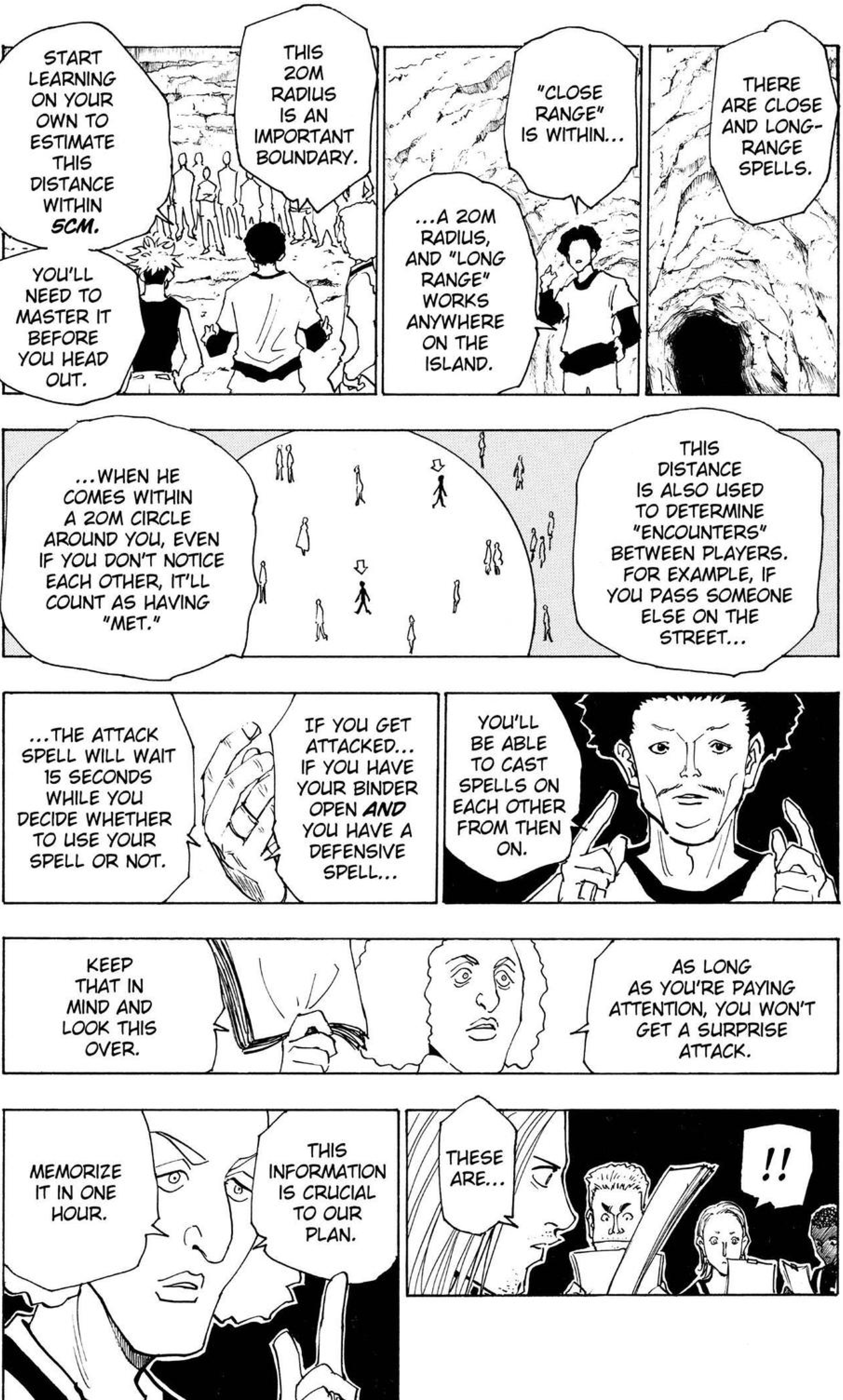

EVERYONE'S HERE?
I'LL TAKE YOU TO OUR HIDEOUT.
1039
ACCOMPANY
F-130
SEND EVERYONE WITHIN A 20M RADIUS, INCLUDING THE SPELL CASTER, TO A TOWN OF YOUR CHOICE (ONE YOU'VE BEEN TO BEFORE) OR TO ANOTHER PLAYER (ONE YOU'VE MET IN THE GAME).
C N
"ACCOMPANY" ON!!
KOSOFFTRO!!


WELCOME TO OUR HIDEOUT, NEW MEMBERS.
YOU'LL STILL HAVE TO WALK QUITE A BIT FROM HERE.
MY NAME IS KOSOFFTRO. DON'T FORGET.
YOU'LL USE MY NAME TO GET BACK TO THE HIDEOUT WITH A SPELL.
THEY "JUMP" TO A PLAYER AND NOT DIRECTLY TO THE HIDEOUT TO KEEP IT SECRET.
THEY'RE BEING CAREFUL.
THE TEN OF YOU WILL BE GETTING SPELL CARDS.
WE'LL EXPLAIN THE SPELL SYSTEM, AND THEN YOU'LL GO SOMEPLACE ELSE RIGHT AWAY.


IT WILL BE TO MASADORA, THE CITY OF MAGIC.
THAT'S THE ONLY PLACE YOU CAN BUY SPELL CARDS.
ONE PACK OF THREE CARDS COSTS J10,000.
YOU CAN'T TELL WHAT CARDS YOU GET UNTIL YOU OPEN IT.
OBVIOUSLY, THE HIGHER THE CARD'S RANK, THE RARER IT IS.
JUST LIKE TRADING CARDS.
THAT'S RIGHT.
COLLECT ALL 40 SPELL CARDS, AND YOU CAN TRADE THEM IN FOR A RANK-SS SPECIFIED SLOT CARD CALLED "ANGEL'S BREATH."
IT'S A REALLY RARE CARD THAT NOBODY OWNS.


THERE ARE ZERO OWNERS OF "ANGEL'S BREATH"...
IT'S LIKELY NOBODY'S EVEN SEEN THE CARD SINCE THE GAME BEGAN.
HOW DO YOU KNOW?
THERE'S A WAY TO CHECK.
WITH A SPELL CARD CALLED "LIST."
IT TELLS YOU THE CURRENT CONVERSION NUMBER OF ONE CARD AS WELL AS THE NUMBER OF PEOPLE WHO HAVE IT.
THE REASON IS, SPELL CARDS ARE EXTREMELY USEFUL.
...!!
...!!
YOU TRY TO COLLECT ALL 40, BUT YOU KEEP USING THEM.
BUT WE DID IT...!!
WE COLLECTED ALL 40 SPELL CARDS!!


WE'D *LIKE* TO EXCHANGE THEM FOR "ANGEL'S BREATH" RIGHT AWAY...
...BUT THERE'S ONE MORE CARD WE NEED AS A SPARE.
THIS SPELL CARD IS CALLED *"FORTRESS"!!*
IT'LL BE YOUR TOP PRIORITY.
THERE, YOU CAN SEE THE HIDEOUT NOW.
OOH...


THERE ARE CLOSE AND LONG-RANGE SPELLS.
"CLOSE RANGE" IS WITHIN...
...A 20M RADIUS, AND "LONG RANGE" WORKS ANYWHERE ON THE ISLAND.
THIS 20M RADIUS IS AN IMPORTANT BOUNDARY.
START LEARNING ON YOUR OWN TO ESTIMATE THIS DISTANCE WITHIN **5CM.**
YOU'LL NEED TO MASTER IT BEFORE YOU HEAD OUT.
THIS DISTANCE IS ALSO USED TO DETERMINE "ENCOUNTERS" BETWEEN PLAYERS. FOR EXAMPLE, IF YOU PASS SOMEONE ELSE ON THE STREET...
...WHEN HE COMES WITHIN A 20M CIRCLE AROUND YOU, EVEN IF YOU DON'T NOTICE EACH OTHER, IT'LL COUNT AS HAVING "MET."
YOU'LL BE ABLE TO CAST SPELLS ON EACH OTHER FROM THEN ON.
IF YOU GET ATTACKED... IF YOU HAVE YOUR BINDER OPEN ***AND*** YOU HAVE A DEFENSIVE SPELL...
...THE ATTACK SPELL WILL WAIT 15 SECONDS WHILE YOU DECIDE WHETHER TO USE YOUR SPELL OR NOT.
AS LONG AS YOU'RE PAYING ATTENTION, YOU WON'T GET A SURPRISE ATTACK.
KEEP THAT IN MIND AND LOOK THIS OVER.
THESE ARE...
!!
THIS INFORMATION IS CRUCIAL TO OUR PLAN.
MEMORIZE IT IN ONE HOUR.

1001 CARD: PEEK	LOOK AT THE FREE SLOTS OF ONE PLAYER (ONE YOU'VE MET IN THE GAME).	LONG RANGE NORMAL SPELL G-200
1002 CARD: FLUOROSCOPY	LOOK AT THE SPECIFIED SLOTS OF ONE PLAYER (ONE YOU'VE MET IN THE GAME).	LONG RANGE NORMAL SPELL F-200
1003 CARD: DEFENSIVE WALL	BLOCK ONE ATTACK SPELL CAST ON YOU BY ANOTHER PLAYER.	DEFENSE COUNTERS ATTACK SPELLS G-400
1004 CARD: REFLECT	REFLECT AN ATTACK SPELL ANOTHER PLAYER CAST ON YOU BACK ONTO THE CASTER.	DEFENSE COUNTERS ATTACK SPELLS E-120
1005 CARD: MAGNETIC FORCE	SEND YOURSELF TO ANOTHER PLAYER'S LOCATION (ONE YOU'VE MET IN THE GAME).	LONG RANGE NORMAL SPELL C-50
1006 CARD: PICKPOCKET	TAKE ONE CARD AT RANDOM FROM ANOTHER PLAYER'S FREE SLOTS.	CLOSE RANGE ATTACK SPELL F-170
1007 CARD: THIEF	TAKE ONE CARD AT RANDOM FROM ANOTHER PLAYER'S SPECIFIED SLOTS.	CLOSE RANGE ATTACK SPELL C-50
1008 CARD: TRADE	SWAP A RANDOM CARD OF YOURS FOR A RANDOM CARD FROM ANOTHER PLAYER'S BINDER.	CLOSE RANGE ATTACK SPELL E-100
1009 CARD: RETURN	SEND YOURSELF TO A TOWN OF YOUR CHOICE THAT YOU'VE BEEN TO BEFORE.	LONG RANGE NORMAL SPELL G-380
1010 CARD: CLONE	TRANSFORM ONE OF YOUR CARDS INTO ANOTHER CARD YOU ALREADY HAVE OF YOUR CHOICE. (IF THE TARGET CARD IS MAXED OUT, THE EFFECT WILL BE CANCELED, AND THIS CARD WILL BE DESTROYED.)	CLOSE RANGE NORMAL SPELL A-20

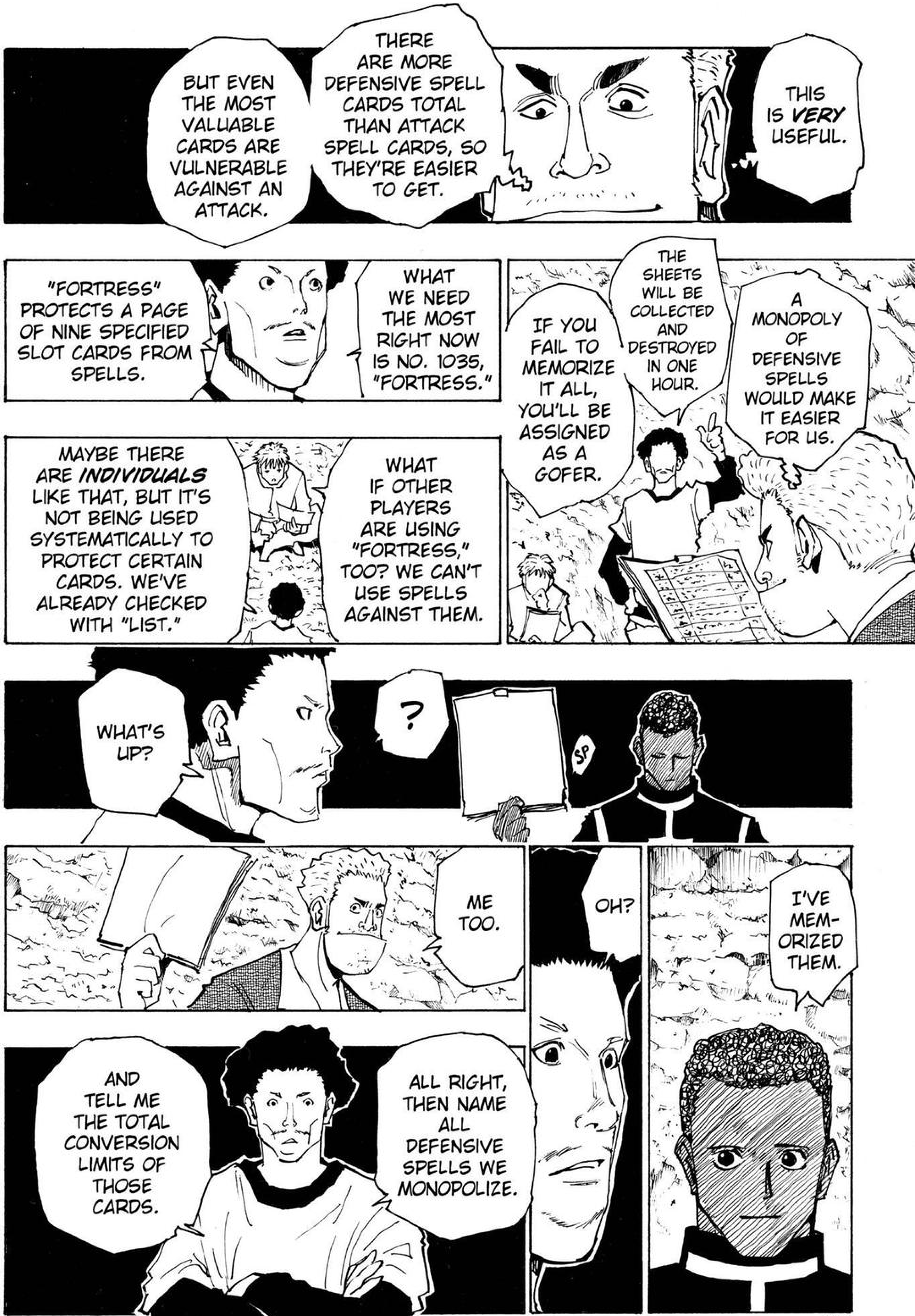
READ THIS WAY

1011 CARD: MIMIC	TRANSFORM THIS CARD INTO A COPY OF A RANDOM CARD IN ANOTHER PLAYER'S SPECIFIED SLOTS. (IF THERE ARE NO CARDS IN HIS SPECIFIED SLOTS, OR IF THE TARGET CARD IS MAXED OUT, THE EFFECT WILL BE CANCELED, AND THIS CARD WILL BE DESTROYED.)	CLOSE RANGE NORMAL SPELL D-70
1012 CARD: RELEGATE	SEND ONE PLAYER TO A RANDOM LOCATION ON THE ISLAND.	CLOSE RANGE NORMAL SPELL F-140
1013 CARD: ORIGIN	SEND ONE PLAYER TO THE STARTING POINT.	CLOSE RANGE NORMAL SPELL D-65
1014 CARD: LEAVE	SEND ONE PLAYER OFF THE ISLAND.	CLOSE RANGE NORMAL SPELL B-30
1015 CARD: CLAIRVOYANCE	LOOK AT ALL THE CONTENTS OF ANOTHER PLAYER'S BINDER.	LONG RANGE NORMAL SPELL D-70
1016 CARD: DRIFT	SEND YOURSELF TO A TOWN YOU HAVEN'T BEEN TO BEFORE. (IF YOU'VE BEEN TO EVERY TOWN ALREADY, THE EFFECT WILL BE CANCELED, AND THIS CARD WILL BE DESTROYED.)	CLOSE RANGE NORMAL SPELL F-200
1017 CARD: COLLISION	SEND YOURSELF TO THE LOCATION OF A PLAYER YOU HAVEN'T MET BEFORE. (IF THERE ARE NO PLAYERS YOU HAVEN'T MET, THE EFFECT WILL BE CANCELED, AND THIS CARD WILL BE DESTROYED.)	CLOSE RANGE NORMAL SPELL F-200
1018 CARD: LEVY	TAKE ONE CARD AT RANDOM FROM EACH PLAYER WITHIN A 20M RADIUS OF YOU.	CLOSE RANGE SPECIAL SPELL B-25
1019 CARD: DRAWBRIDGE	BLOCK ONE CLOSE RANGE NORMAL SPELL CAST ON YOU BY ANOTHER PLAYER.	DEFENSE COUNTERS CLOSE RANGE NORMAL SPELLS F-200
1020 CARD: FAKE	TRANSFORM THIS CARD INTO ONE OF THE CARDS BETWEEN NO. 001 AND 099. THE TRANSFORMED CARD CAN BE PLACED IN ITS SPECIFIED SLOT, BUT IT WON'T BE COUNTED TOWARDS GAME COMPLETION, OR TOWARDS THE CONVERSION LIMIT, AND IT CANNOT BE REVERTED INTO AN ITEM.	CLOSE RANGE NORMAL SPELL C-40

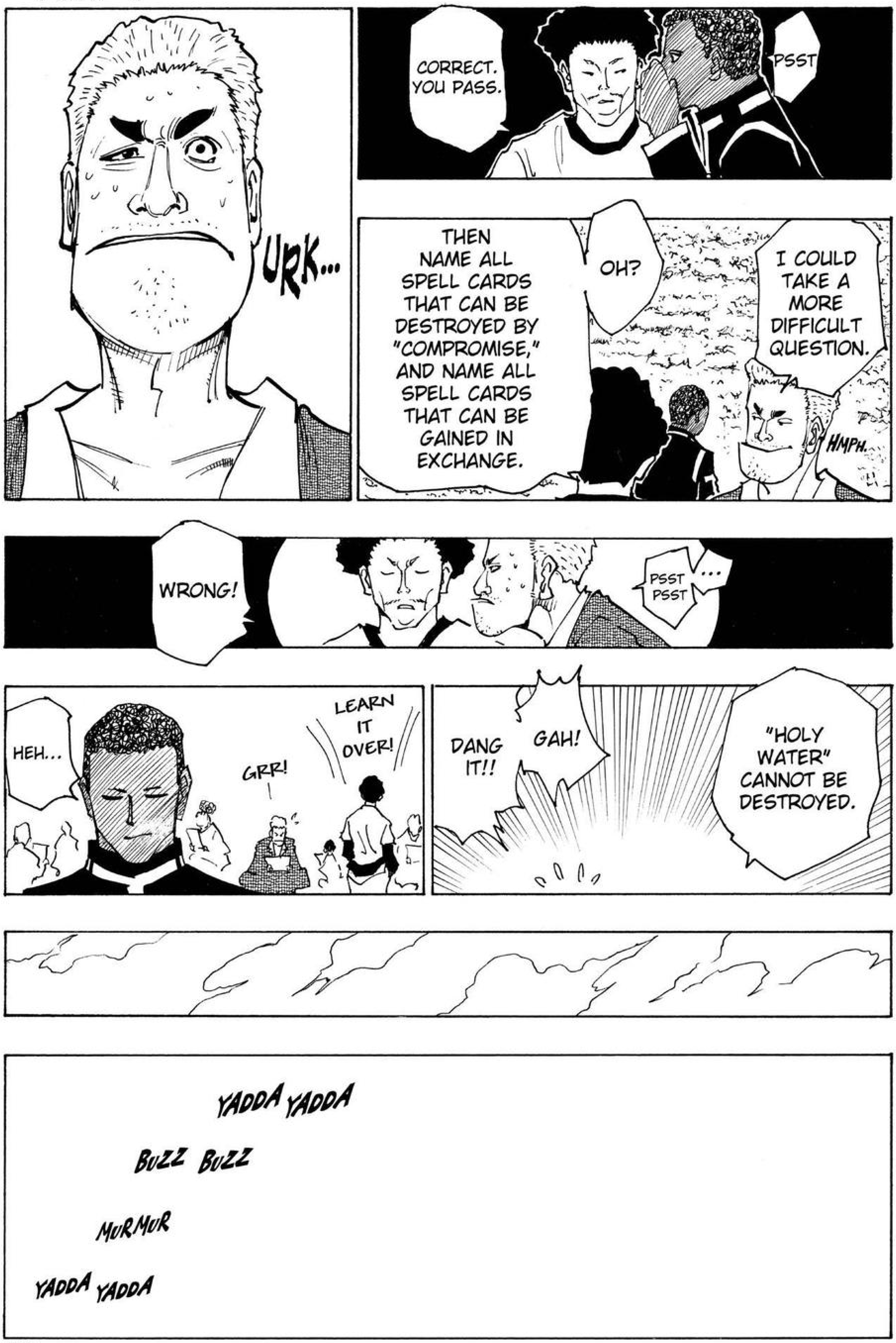
1021 CARD: MUG	TAKE ONE CARD OF YOUR CHOICE FROM ANOTHER PLAYER'S BINDER.	CLOSE RANGE ATTACK SPELL B-30
1022 CARD: CORRUPTION	TRANSFORM A RANK-B OR HIGHER CARD OF YOUR CHOICE FROM ONE PLAYER'S BINDER INTO A RANK-D OR LOWER CARD OF YOUR CHOICE. (IF THERE ARE NO CARDS HIGHER THAN RANK-B IN THE BINDER, OR IF THE TARGET CARD IS MAXED OUT, THE EFFECT WILL BE CANCELED, AND THIS CARD WILL BE DESTROYED.) IF THE WRONG CARD IS IN A SPECIFIED SLOT AS A RESULT, IT WILL BE DESTROYED.	CLOSE RANGE ATTACK SPELL C-40
1023 CARD: COMPROMISE	DESTROY A RANK-A OR HIGHER CARD OF YOUR CHOICE FROM ONE PLAYER'S BINDER. THIS PLAYER WILL GET A CARD OF HIS CHOICE THREE RANKS BELOW THE ORIGINAL CARD. IF THERE ARE NO CARDS HIGHER THAN RANK-A, THE SPELL WILL RETURN TO YOU AS A CARD. (IF THE CARD SELECTED BY THE OTHER PLAYER IS MAXED OUT, HE WON'T GET THE CARD.)	CLOSE RANGE ATTACK SPELL B-25
1024 CARD: DISPEL	REVERT ALL CARDS IN THE BINDER OF ONE PLAYER THAT HAVE BEEN TRANSFORMED BY FAKE, MIMIC, OR CLONE TO THEIR ORIGINAL CARDS. ALL CARDS IN THE WRONG SPECIFIED SLOT AS A RESULT WILL BE DESTROYED. FAKE, MIMIC, AND CLONE CANNOT BE USED ON DISPEL.	CLOSE RANGE NORMAL SPELL D-80
1025 CARD: BLACKOUT CURTAIN	BLOCK THE NEXT PEEK OR FLUOROSCOPY CAST ON YOU BY ANOTHER PLAYER. (IF A SECOND BLACKOUT CURTAIN IS USED WHILE ONE IS ALREADY IN EFFECT, IT WILL NOT COUNT.)	CONTINUOUS DEFENSE COUNTERS PEEK, FLUOROSCOPY F-200
1026 CARD: HOLY WATER	BLOCK THE NEXT TEN ATTACK SPELLS CAST ON YOU BY OTHER PLAYERS. (IF A SECOND HOLY WATER IS USED WHILE ONE IS ALREADY IN EFFECT, IT WILL NOT COUNT.) THIS CARD CANNOT BE TAKEN OR DESTROYED BY SPELLS.	CONTINUOUS DEFENSE COUNTERS ATTACK SPELLS A-20
1027 CARD: TRACE	SEE THE CURRENT LOCATION OF ONE PLAYER AT ANY TIME. (THE EFFECT CONTINUES UNTIL THE PLAYER LEAVES THE GAME.)	CLOSE RANGE ATTACK SPELL E-90
1028 CARD: ROCK TOSS	DESTROY ONE CARD AT RANDOM IN ANOTHER PLAYER'S FREE SLOTS. (IF THERE ARE NO CARDS IN HIS FREE SLOTS, THIS CARD WILL BE DESTROYED.)	CLOSE RANGE ATTACK SPELL E-100
1029 CARD: BULLET	DESTROY ONE CARD AT RANDOM IN ANOTHER PLAYER'S SPECIFIED SLOT. (IF THERE ARE NO CARDS IN HIS SPECIFIED SLOTS, THIS CARD WILL BE DESTROYED.)	CLOSE RANGE ATTACK SPELL B-25
1030 CARD: GUIDEPOST	SEE THE LOCATION OF A NUMBERED ITEM OF YOUR CHOICE (EXCEPT NO. 000).	LONG RANGE NORMAL SPELL E-120

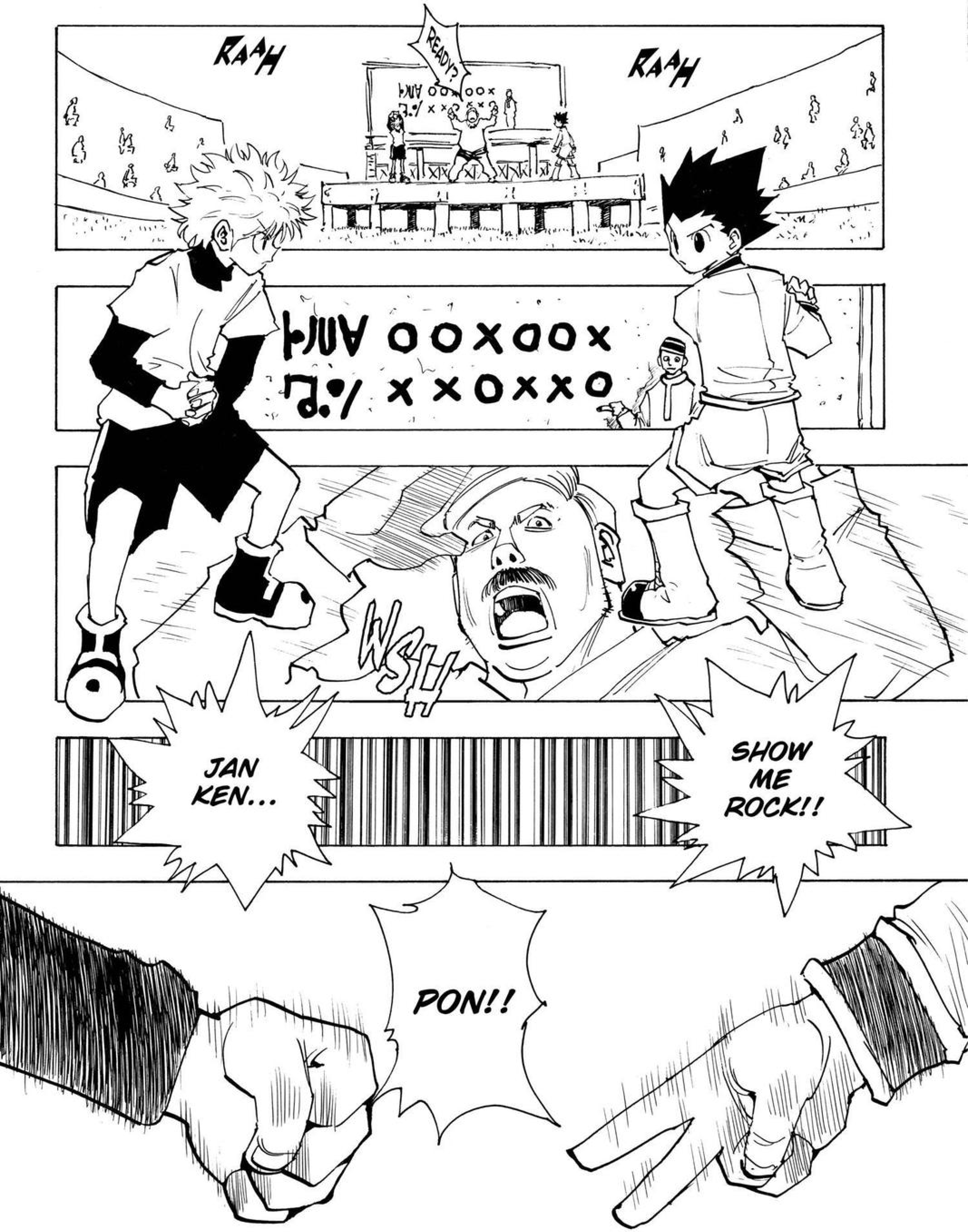
READ THIS WAY

1031 CARD: ANALYSIS	READ THE TEXT FOR A NUMBERED ITEM CARD OF YOUR CHOICE (EXCEPT NO. 000).	LONG RANGE NORMAL SPELL G-400
1032 CARD: LOTTERY	TRANSFORM THIS CARD INTO A RANDOM ITEM CARD.	CLOSE RANGE NORMAL SPELL G-350
1033 CARD: CLING	SEE THE CONTENTS OF THE SPECIFIED SLOTS OF ONE PLAYER AT ANY TIME. (THE EFFECT CONTINUES UNTIL THE PLAYER LEAVES THE GAME.)	CLOSE RANGE ATTACK SPELL C-50
1034 CARD: PURIFY	RETURN A CARD TRANSFORMED BY AN ATTACK SPELL TO ITS ORIGINAL FORM. (IF THE RESTORED CARD IS MAXED OUT, IT REVERTS INTO THE ITEM AND CAN NEVER BE CONVERTED INTO A CARD AGAIN. IF IT'S A SPELL CARD, IT WILL BE DESTROYED UNLESS THE SPELL CAN BE USED IMMEDIATELY.)	CLOSE RANGE NORMAL SPELL D-55
1035 CARD: FORTRESS	PROTECT ALL CARDS IN THE SLOTS OF ONE BINDER PAGE AGAINST THEFT OR DESTRUCTION BY SPELLS, AS LONG AS THEY REMAIN IN THEIR SLOTS. (THE PAGE CANNOT BE A FREE SLOT PAGE.)	CONTINUOUS DEFENSE COUNTERS ATTACK SPELLS S-10
1036 CARD: EYE OF GOD	MAINTAIN THE EFFECT OF ANALYSIS AND LIST FOR ALL CARDS BETWEEN 001 AND 099 AT ALL TIMES (UNTIL YOU LEAVE THE GAME.)	LONG RANGE CONTINUOUS S-10
1037 CARD: RECYCLE	RECONVERT AN ITEM THAT WAS PREVIOUSLY REVERTED FROM A CARD. (ONLY EFFECTIVE FOR CARDS LOWER THAN RANK-C. IF THE TARGET CARD IS MAXED OUT, THE EFFECT WILL BE CANCELED, AND THIS CARD WILL BE DESTROYED.)	CLOSE RANGE NORMAL SPELL F-170
1038 CARD: LIST	FOR ONE ITEM OF YOUR CHOICE, FIND OUT THE NUMBER CURRENTLY CONVERTED INTO CARDS, AS WELL AS THE NUMBER OF PEOPLE WHO HAVE ONE.	LONG RANGE NORMAL SPELL G-350
1039 CARD: ACCOMPANY	SEND EVERYONE WITHIN A 20M RADIUS, INCLUDING THE SPELL CASTER, TO A TOWN OF YOUR CHOICE (ONE YOU'VE BEEN TO BEFORE) OR TO ANOTHER PLAYER (ONE YOU'VE MET IN THE GAME.)	CLOSE RANGE NORMAL SPELL F-130
1040 CARD: CONTACT	TALK TO ONE OTHER PLAYER (ONE YOU'VE MET BEFORE IN THE GAME) THROUGH THE BINDER (FOR A MAXIMUM OF THREE MINUTES -- ONLY THE PLAYER WHO INITIATED THE CONTACT CAN BREAK IT OFF).	LONG RANGE NORMAL SPELL F-200

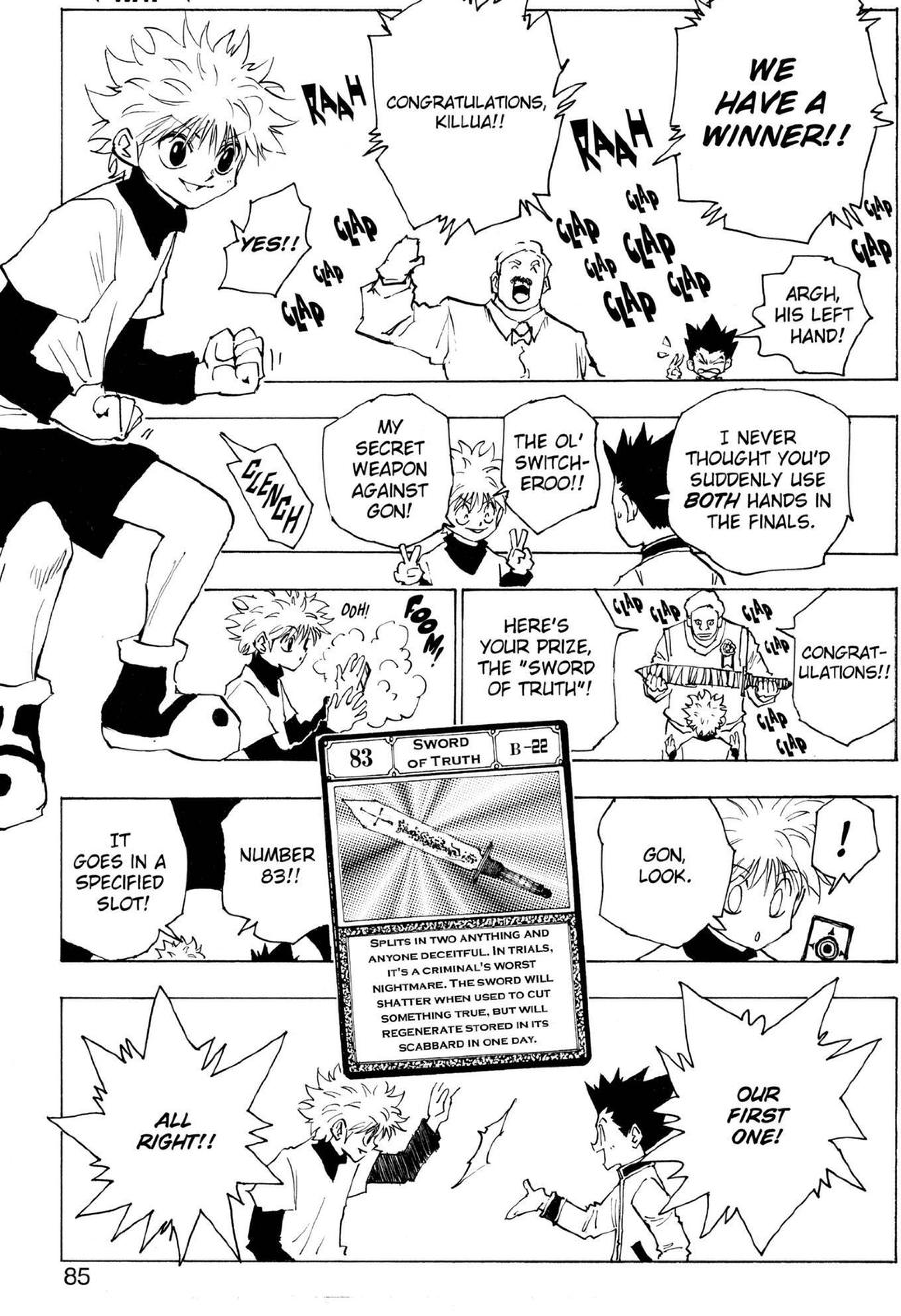

THIS IS *VERY* USEFUL.
THERE ARE MORE DEFENSIVE SPELL CARDS TOTAL THAN ATTACK SPELL CARDS, SO THEY'RE EASIER TO GET.
BUT EVEN THE MOST VALUABLE CARDS ARE VULNERABLE AGAINST AN ATTACK.
A MONOPOLY OF DEFENSIVE SPELLS WOULD MAKE IT EASIER FOR US.
THE SHEETS WILL BE COLLECTED AND DESTROYED IN ONE HOUR.
IF YOU FAIL TO MEMORIZE IT ALL, YOU'LL BE ASSIGNED AS A GOFER.
WHAT WE NEED THE MOST RIGHT NOW IS NO. 1035, "FORTRESS."
"FORTRESS" PROTECTS A PAGE OF NINE SPECIFIED SLOT CARDS FROM SPELLS.
WHAT IF OTHER PLAYERS ARE USING "FORTRESS," TOO? WE CAN'T USE SPELLS AGAINST THEM.
MAYBE THERE ARE *INDIVIDUALS* LIKE THAT, BUT IT'S NOT BEING USED SYSTEMATICALLY TO PROTECT CERTAIN CARDS. WE'VE ALREADY CHECKED WITH "LIST."
SP
?
WHAT'S UP?
I'VE MEM-ORIZED THEM.
OH?
ME TOO.
ALL RIGHT, THEN NAME ALL DEFENSIVE SPELLS WE MONOPOLIZE.
AND TELL ME THE TOTAL CONVERSION LIMITS OF THOSE CARDS.

READ THIS WAY


PSST
CORRECT. YOU PASS.
I COULD TAKE A MORE DIFFICULT QUESTION.
HMPH.
OH?
THEN NAME ALL SPELL CARDS THAT CAN BE DESTROYED BY "COMPROMISE," AND NAME ALL SPELL CARDS THAT CAN BE GAINED IN EXCHANGE.
URK...
PSST PSST
...
WRONG!
"HOLY WATER" CANNOT BE DESTROYED.
GAH!
DANG IT!!
LEARN IT OVER!
GRR!
HEH...
YADDA YADDA
BUZZ BUZZ
MURMUR
YADDA YADDA

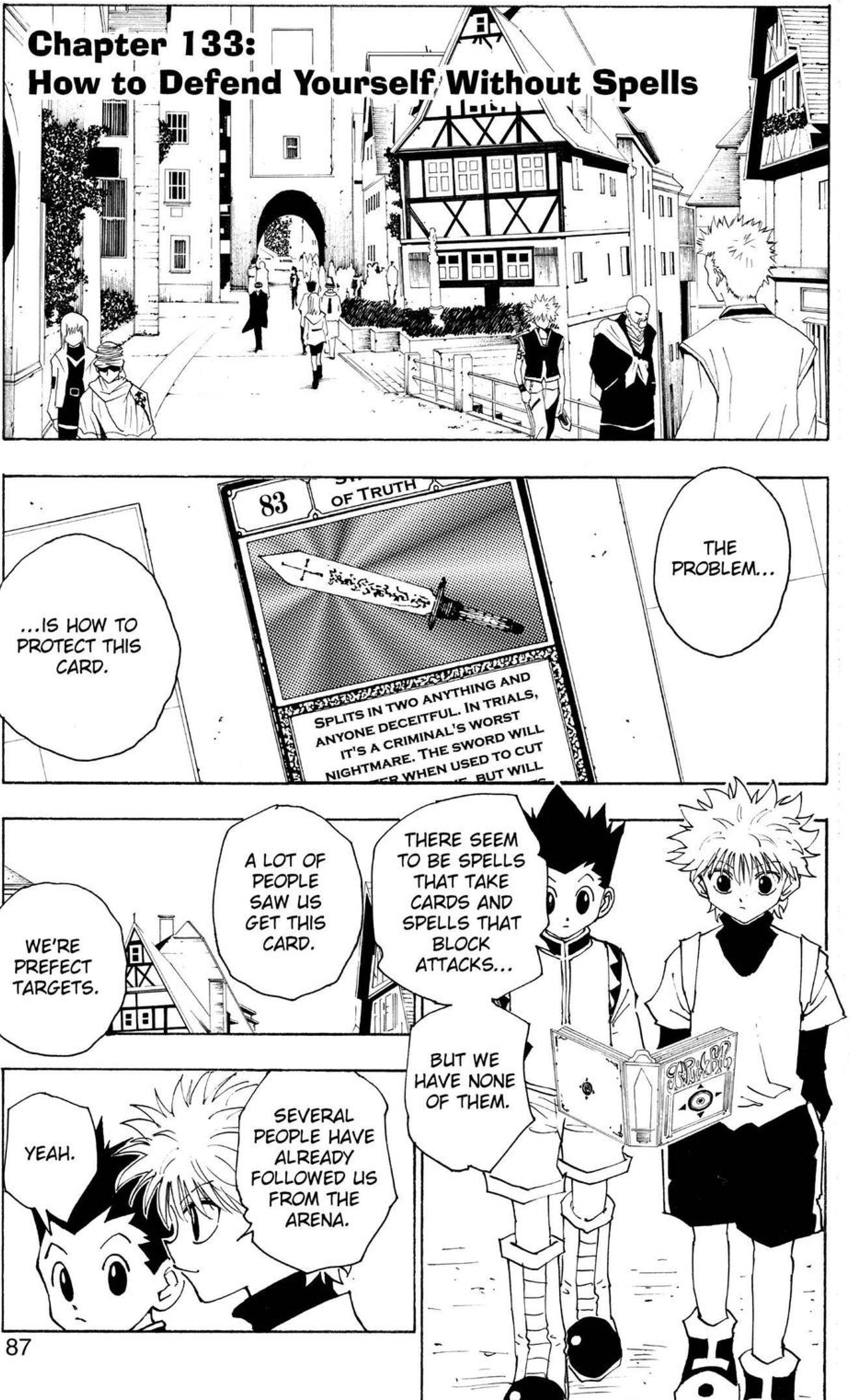

RAAH
READY?
RAAH
WSH
SHOW ME ROCK!!
JAN KEN...
PON!!

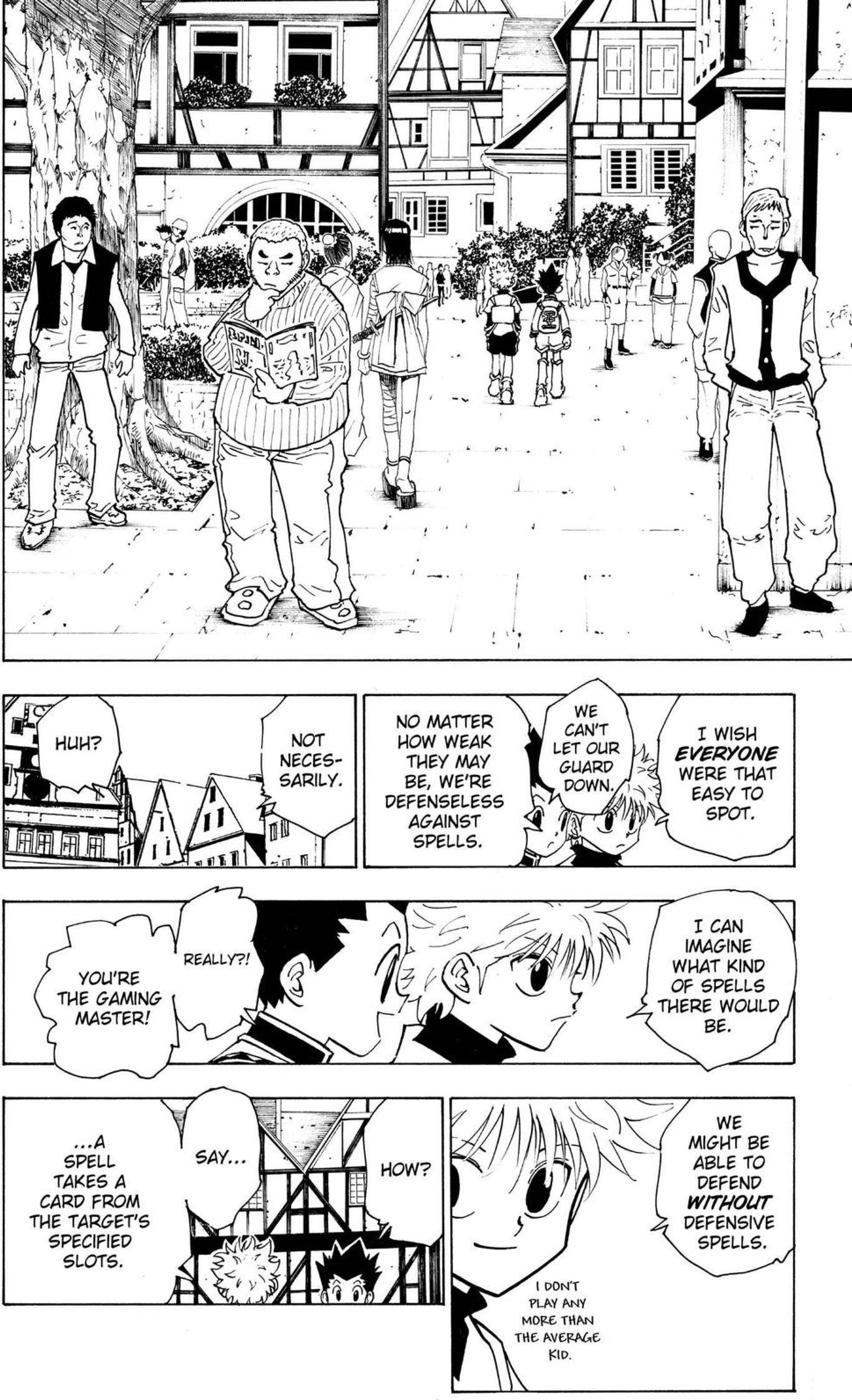
READ THIS WAY


WE HAVE A WINNER!!
RAAH
CONGRATULATIONS, KILLUA!!
RAAH
CLAP CLAP CLAP CLAP CLAP CLAP CLAP CLAP
ARGH, HIS LEFT HAND!
CLAP CLAP CLAP
YES!!
I NEVER THOUGHT YOU'D SUDDENLY USE *BOTH* HANDS IN THE FINALS.
THE OL' SWITCH-EROO!!
MY SECRET WEAPON AGAINST GON!
CLENCH
CONGRAT-ULATIONS!!
CLAP CLAP CLAP CLAP CLAP CLAP
HERE'S YOUR PRIZE, THE "SWORD OF TRUTH"!
FOOM
OOH!
83
Sword of Truth
B-22
!
GON, LOOK.
NUMBER 83!!
IT GOES IN A SPECIFIED SLOT!
OUR FIRST ONE!
ALL RIGHT!!

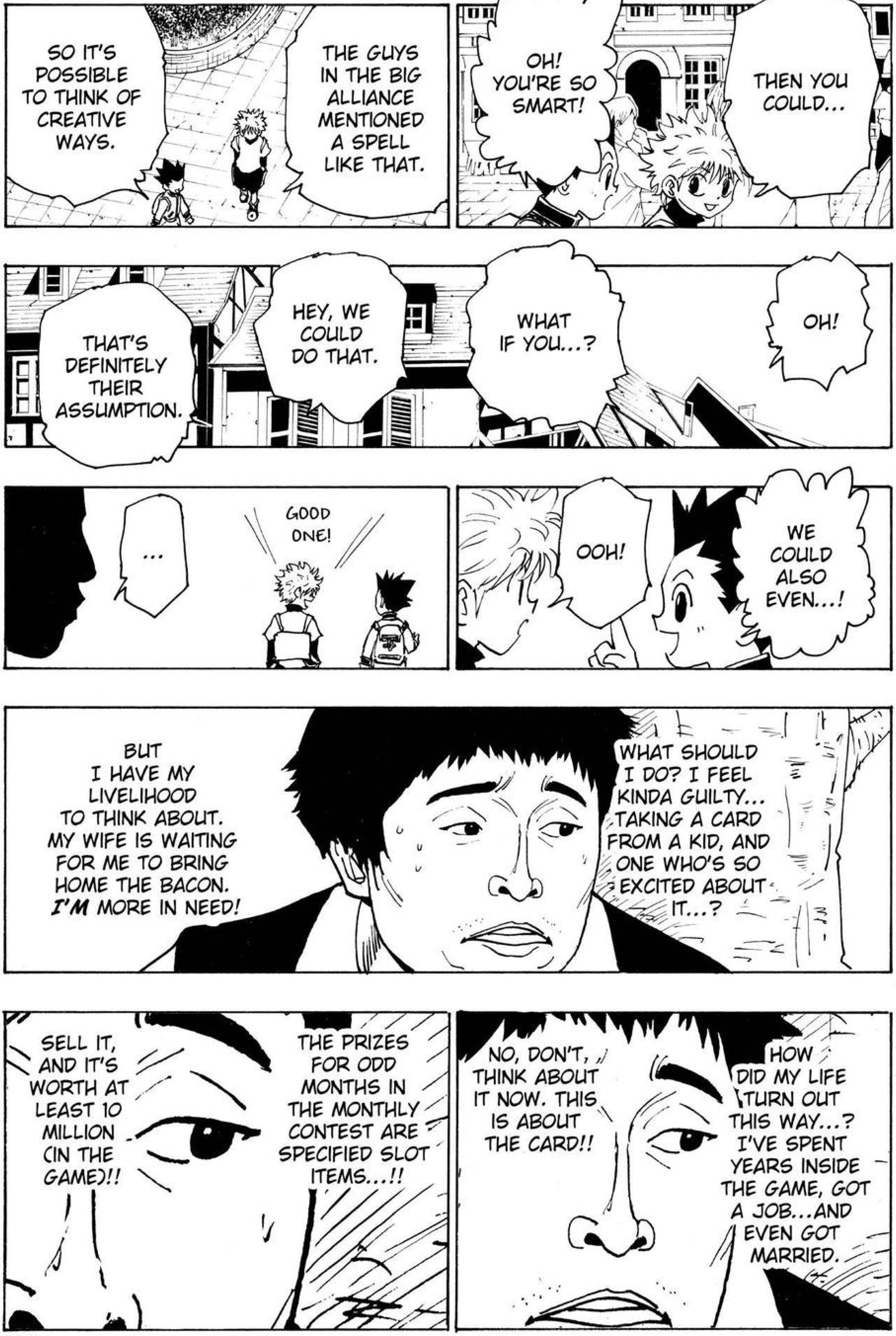
Splits in two anything and anyone deceitful. In trials, it's a criminal's worst nightmare. The sword will shatter when used to cut something true, but will regenerate stored in its scabbard in one day.

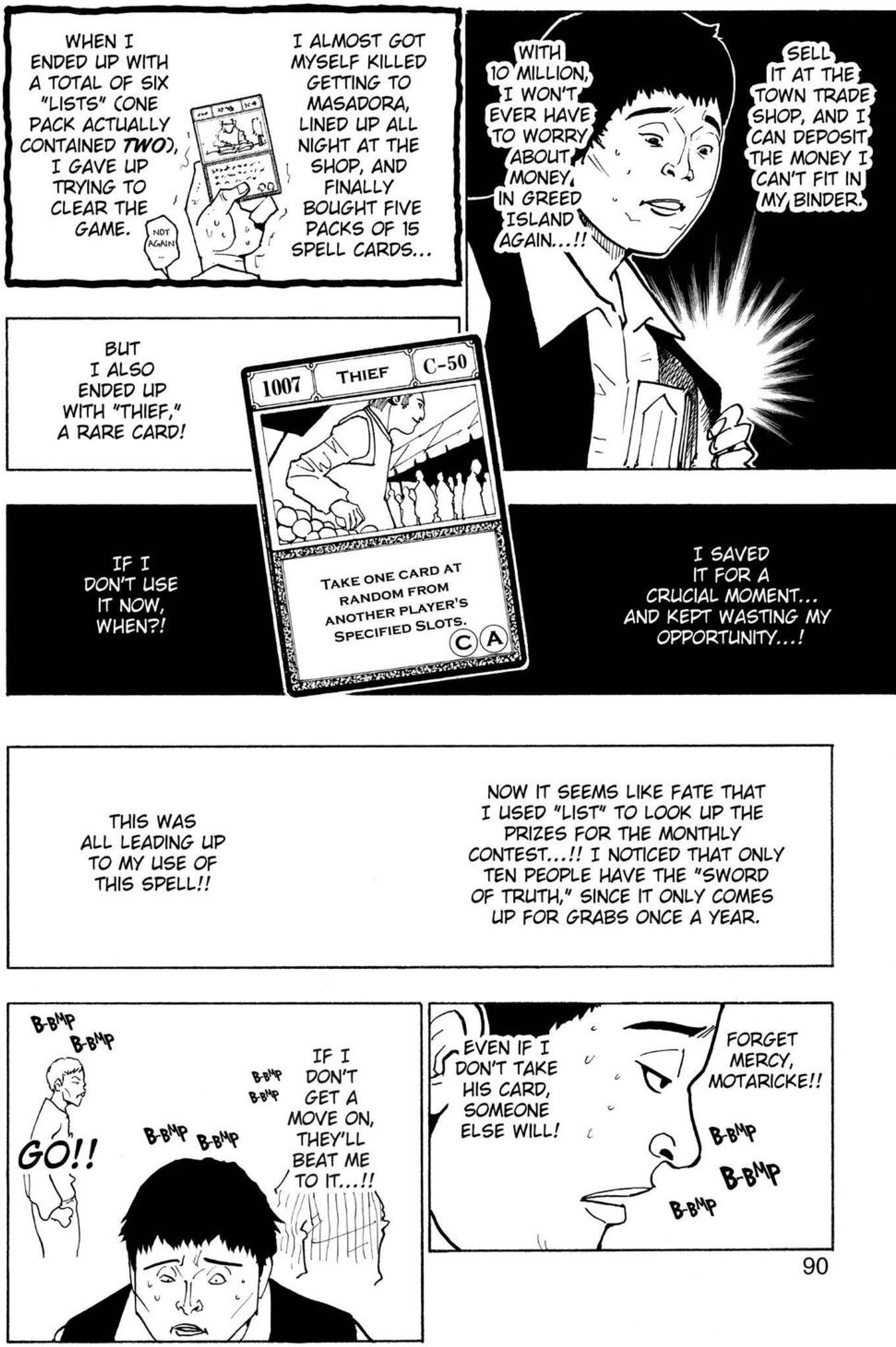
Chapter 133: How to Defend Yourself Without Spells


83
OF TRUTH
SPLITS IN TWO ANYTHING AND ANYONE DECEITFUL. IN TRIALS, IT'S A CRIMINAL'S WORST NIGHTMARE. THE SWORD WILL
THE PROBLEM...
...IS HOW TO PROTECT THIS CARD.
THERE SEEM TO BE SPELLS THAT TAKE CARDS AND SPELLS THAT BLOCK ATTACKS...
BUT WE HAVE NONE OF THEM.
A LOT OF PEOPLE SAW US GET THIS CARD.
WE'RE PREFECT TARGETS.
SEVERAL PEOPLE HAVE ALREADY FOLLOWED US FROM THE ARENA.
YEAH.

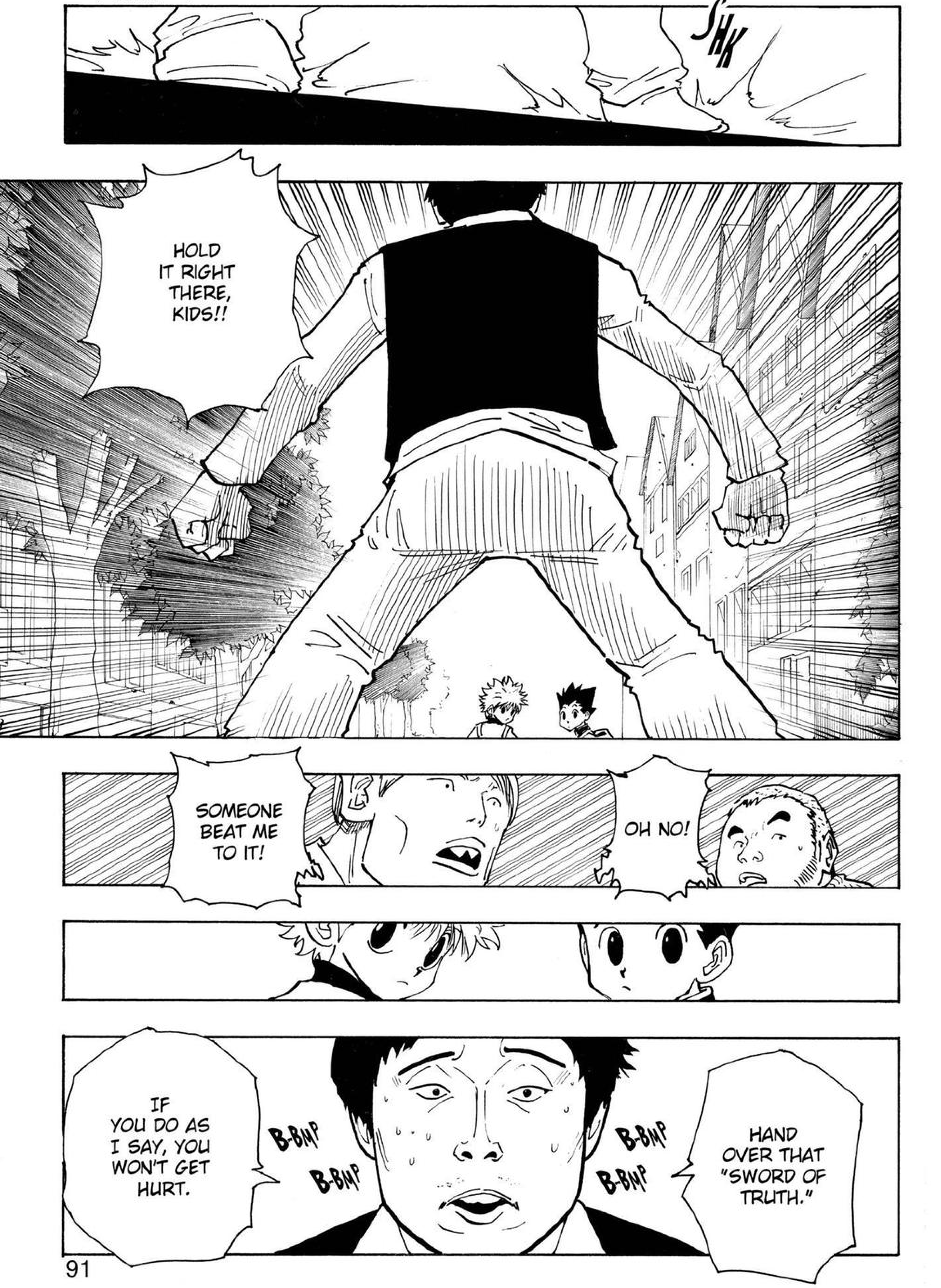

I WISH *EVERYONE* WERE THAT EASY TO SPOT.
WE CAN'T LET OUR GUARD DOWN.
NO MATTER HOW WEAK THEY MAY BE, WE'RE DEFENSELESS AGAINST SPELLS.
NOT NECESSARILY.
HUH?
I CAN IMAGINE WHAT KIND OF SPELLS THERE WOULD BE.
REALLY?!
YOU'RE THE GAMING MASTER!
WE MIGHT BE ABLE TO DEFEND *WITHOUT* DEFENSIVE SPELLS.
I DON'T PLAY ANY MORE THAN THE AVERAGE KID.
HOW?
SAY...
...A SPELL TAKES A CARD FROM THE TARGET'S SPECIFIED SLOTS.

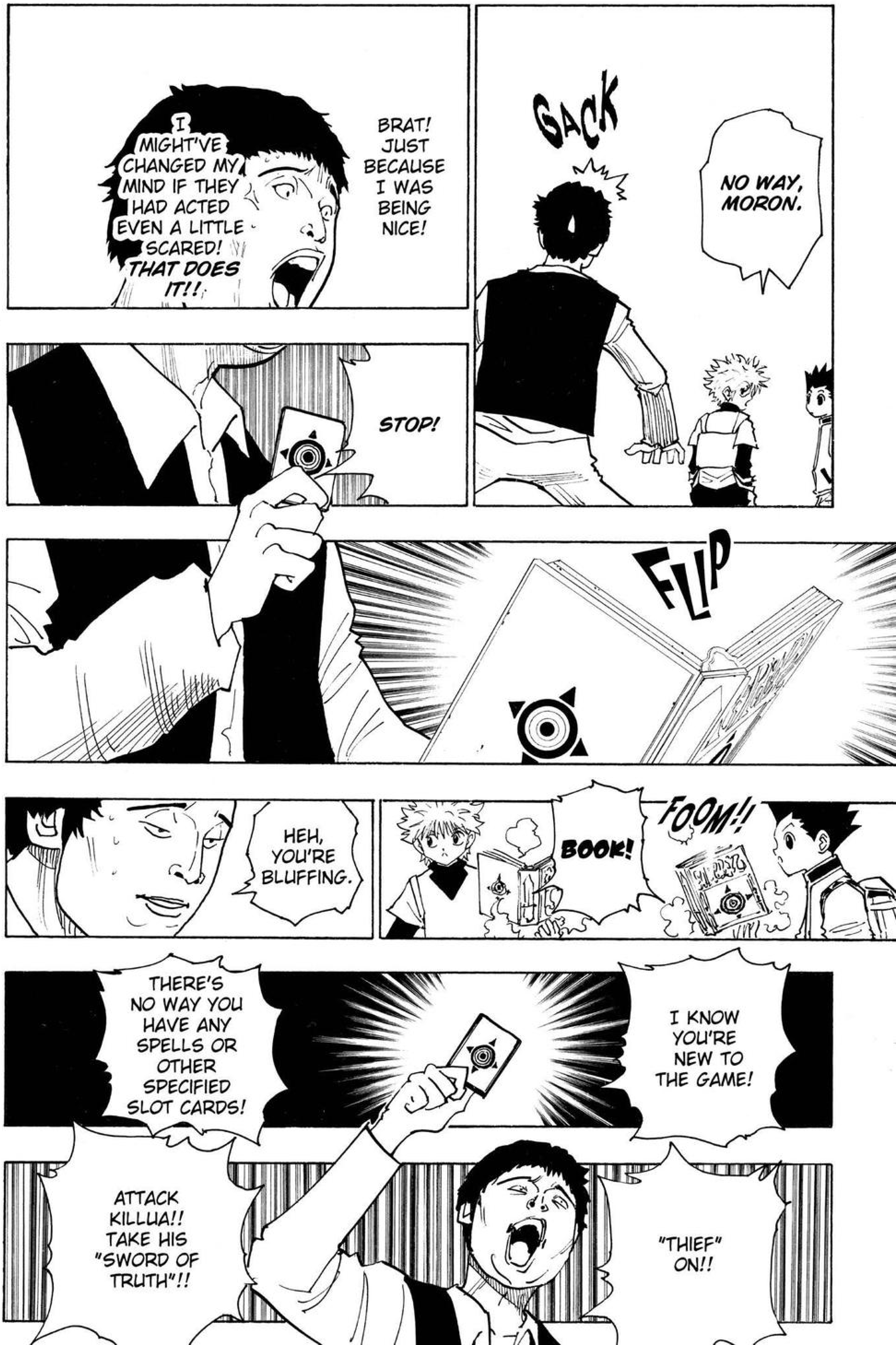
READ THIS WAY


THEN YOU COULD...
OH! YOU'RE SO SMART!
THE GUYS IN THE BIG ALLIANCE MENTIONED A SPELL LIKE THAT.
SO IT'S POSSIBLE TO THINK OF CREATIVE WAYS.
OH!
WHAT IF YOU...?
HEY, WE COULD DO THAT.
THAT'S DEFINITELY THEIR ASSUMPTION.
WE COULD ALSO EVEN...!
OOH!
GOOD ONE!
...
WHAT SHOULD I DO? I FEEL KINDA GUILTY... TAKING A CARD FROM A KID, AND ONE WHO'S SO EXCITED ABOUT IT...?
BUT I HAVE MY LIVELIHOOD TO THINK ABOUT. MY WIFE IS WAITING FOR ME TO BRING HOME THE BACON. *I'M* MORE IN NEED!
HOW DID MY LIFE TURN OUT THIS WAY...? I'VE SPENT YEARS INSIDE THE GAME, GOT A JOB...AND EVEN GOT MARRIED.
NO, DON'T, THINK ABOUT IT NOW. THIS IS ABOUT THE CARD!!
THE PRIZES FOR ODD MONTHS IN THE MONTHLY CONTEST ARE SPECIFIED SLOT ITEMS...!!
SELL IT, AND IT'S WORTH AT LEAST 10 MILLION (IN THE GAME)!!

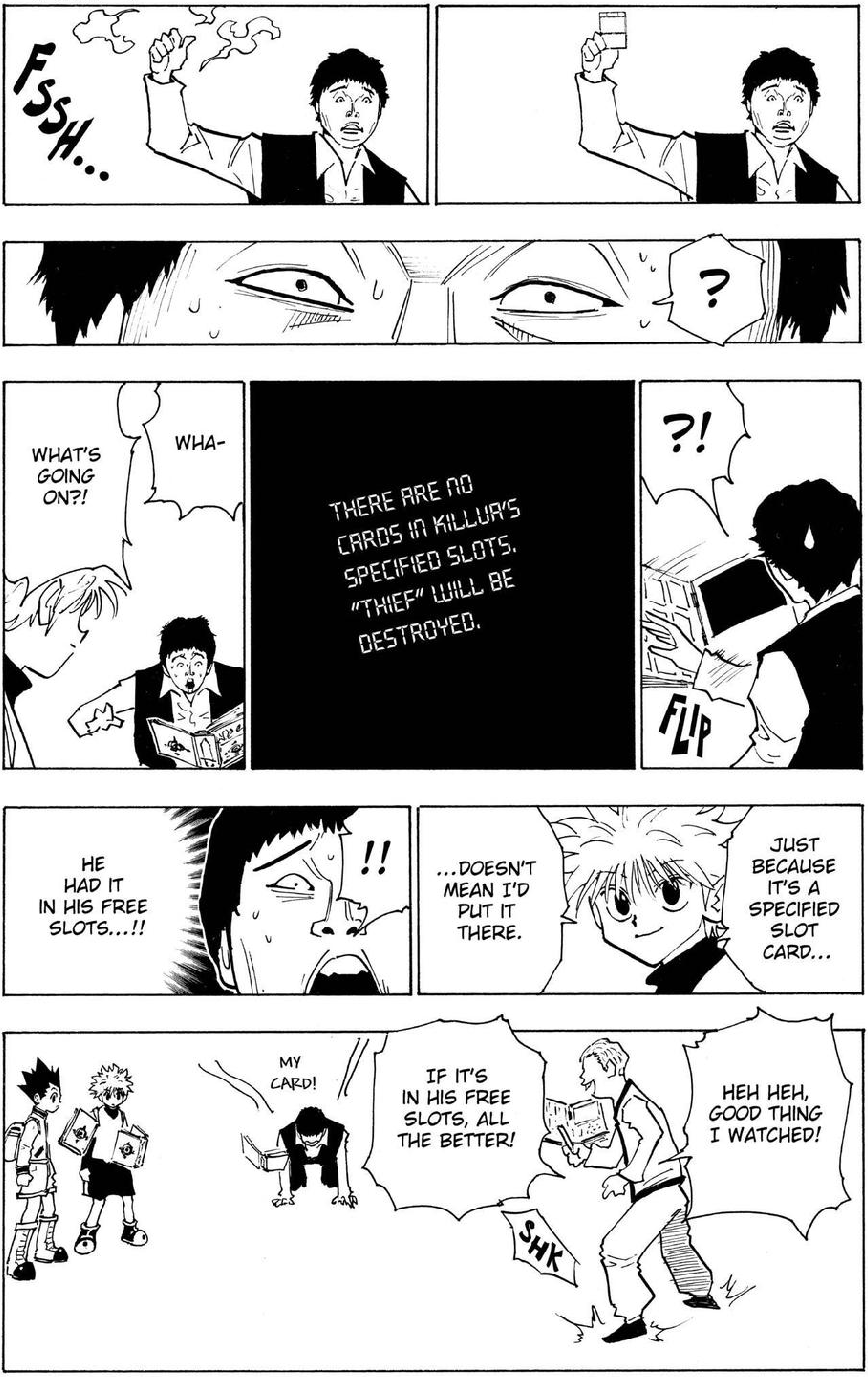

SELL IT AT THE TOWN TRADE SHOP, AND I CAN DEPOSIT THE MONEY I CAN'T FIT IN MY BINDER.
WITH 10 MILLION, I WON'T EVER HAVE TO WORRY ABOUT MONEY IN GREED ISLAND AGAIN...!!
I ALMOST GOT MYSELF KILLED GETTING TO MASADORA, LINED UP ALL NIGHT AT THE SHOP, AND FINALLY BOUGHT FIVE PACKS OF 15 SPELL CARDS...
WHEN I ENDED UP WITH A TOTAL OF SIX "LISTS" (ONE PACK ACTUALLY CONTAINED ***TWO***), I GAVE UP TRYING TO CLEAR THE GAME.
NOT AGAIN...
BUT I ALSO ENDED UP WITH "THIEF," A RARE CARD!
1007
THIEF
C-50
TAKE ONE CARD AT RANDOM FROM ANOTHER PLAYER'S SPECIFIED SLOTS.
C
A
I SAVED IT FOR A CRUCIAL MOMENT... AND KEPT WASTING MY OPPORTUNITY...!
IF I DON'T USE IT NOW, WHEN?!
NOW IT SEEMS LIKE FATE THAT I USED "LIST" TO LOOK UP THE PRIZES FOR THE MONTHLY CONTEST...!! I NOTICED THAT ONLY TEN PEOPLE HAVE THE "SWORD OF TRUTH," SINCE IT ONLY COMES UP FOR GRABS ONCE A YEAR.
THIS WAS ALL LEADING UP TO MY USE OF THIS SPELL!!
FORGET MERCY, MOTARICKE!!
EVEN IF I DON'T TAKE HIS CARD, SOMEONE ELSE WILL!
B-BMP
B-BMP
B-BMP
IF I DON'T GET A MOVE ON, THEY'LL BEAT ME TO IT...!!
B-BMP
B-BMP
B-BMP
B-BMP
GO!!
B-BMP
B-BMP

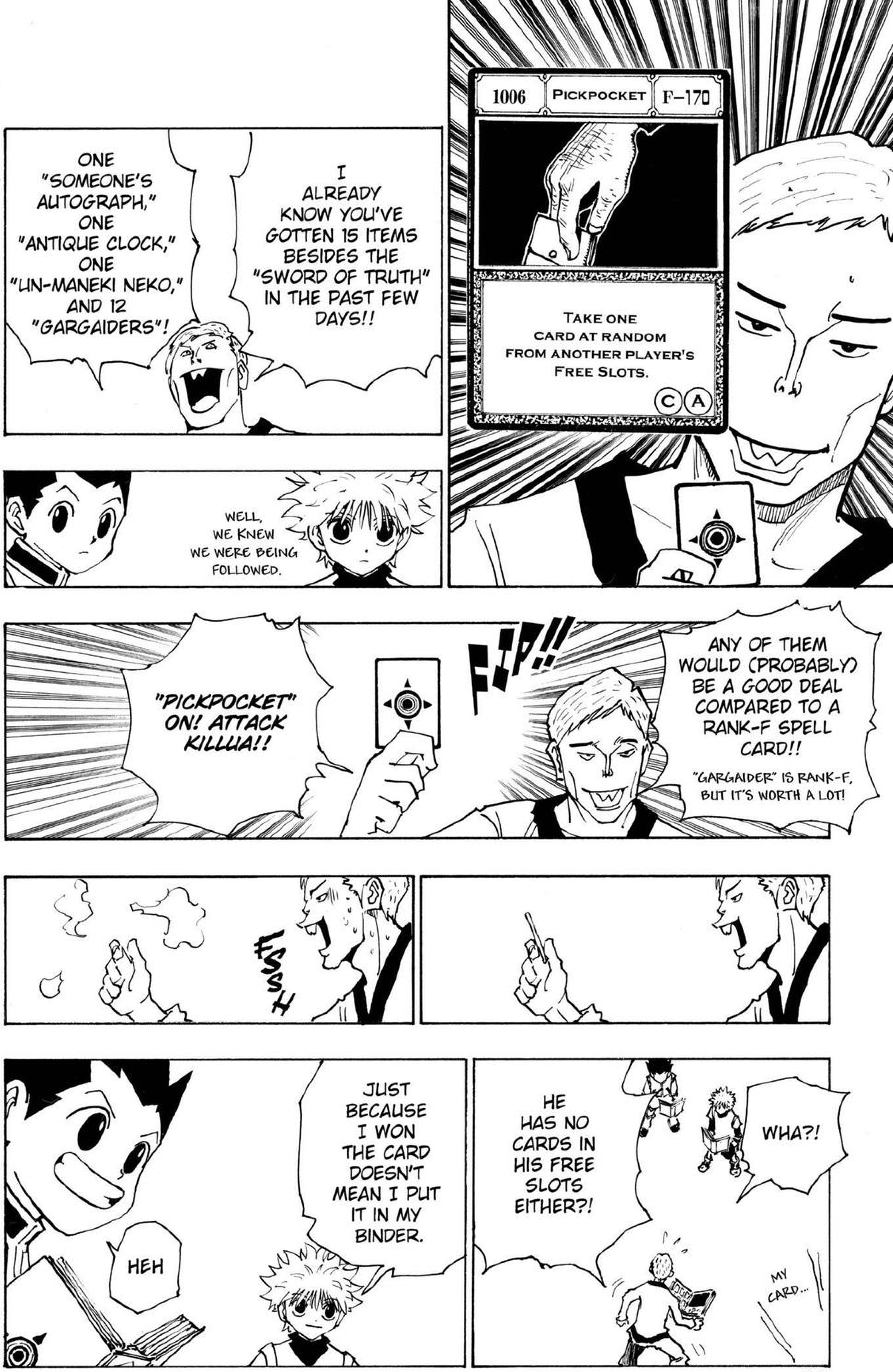
READ THIS WAY

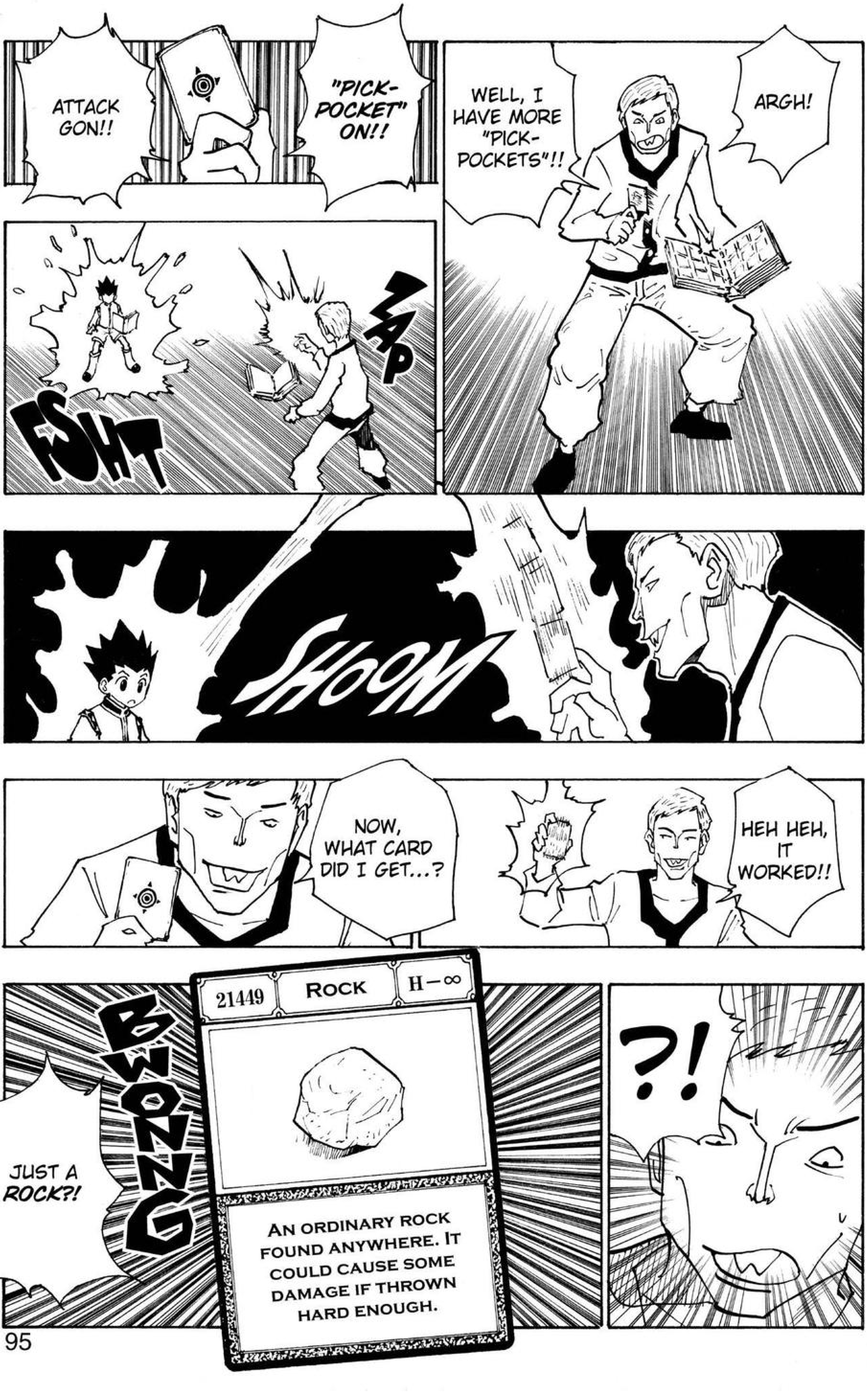

SHK
HOLD IT RIGHT THERE, KIDS!!
OH NO!
SOMEONE BEAT ME TO IT!
HAND OVER THAT "SWORD OF TRUTH."
B-BMP
B-BMP
B-BMP
B-BMP
IF YOU DO AS I SAY, YOU WON'T GET HURT.

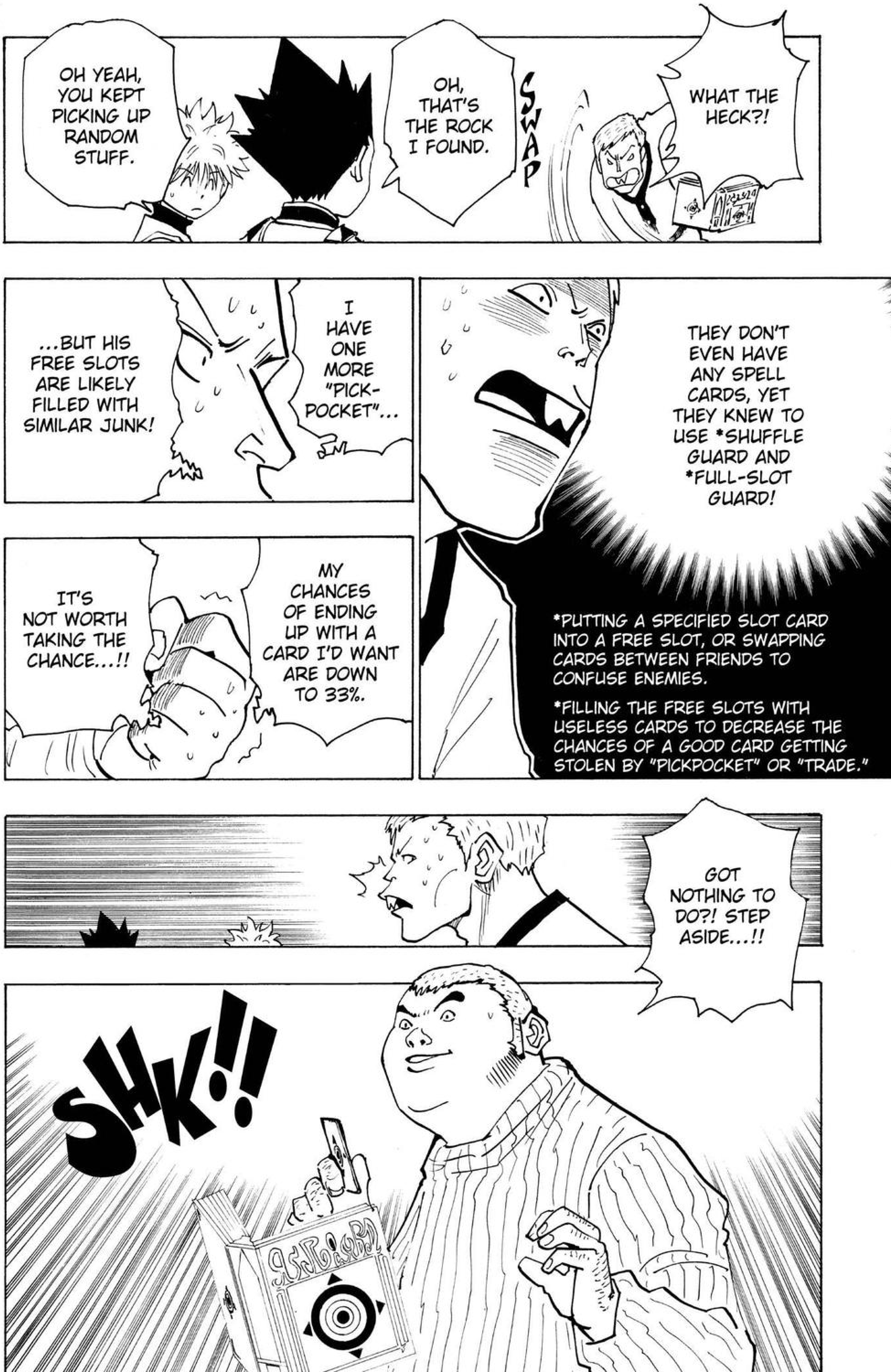

GACK
NO WAY, MORON.
BRAT! JUST BECAUSE I WAS BEING NICE!
I MIGHT'VE CHANGED MY MIND IF THEY HAD ACTED EVEN A LITTLE SCARED! THAT DOES IT!!
STOP!
FLIP
FOOM!!
BOOK!
HEH, YOU'RE BLUFFING.
I KNOW YOU'RE NEW TO THE GAME!
THERE'S NO WAY YOU HAVE ANY SPELLS OR OTHER SPECIFIED SLOT CARDS!
"THIEF" ON!!
ATTACK KILLUA!! TAKE HIS "SWORD OF TRUTH"!!

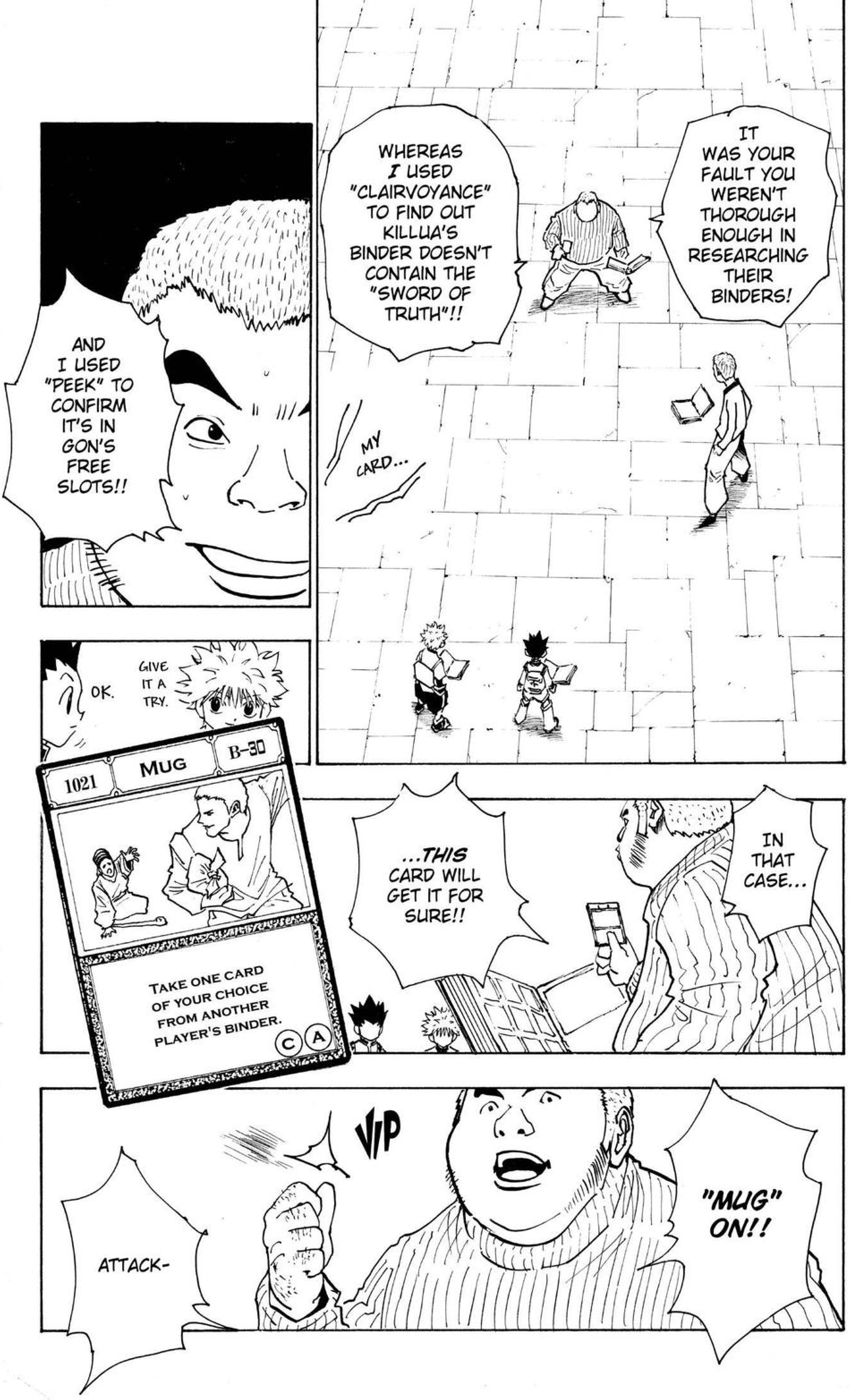
READ THIS WAY

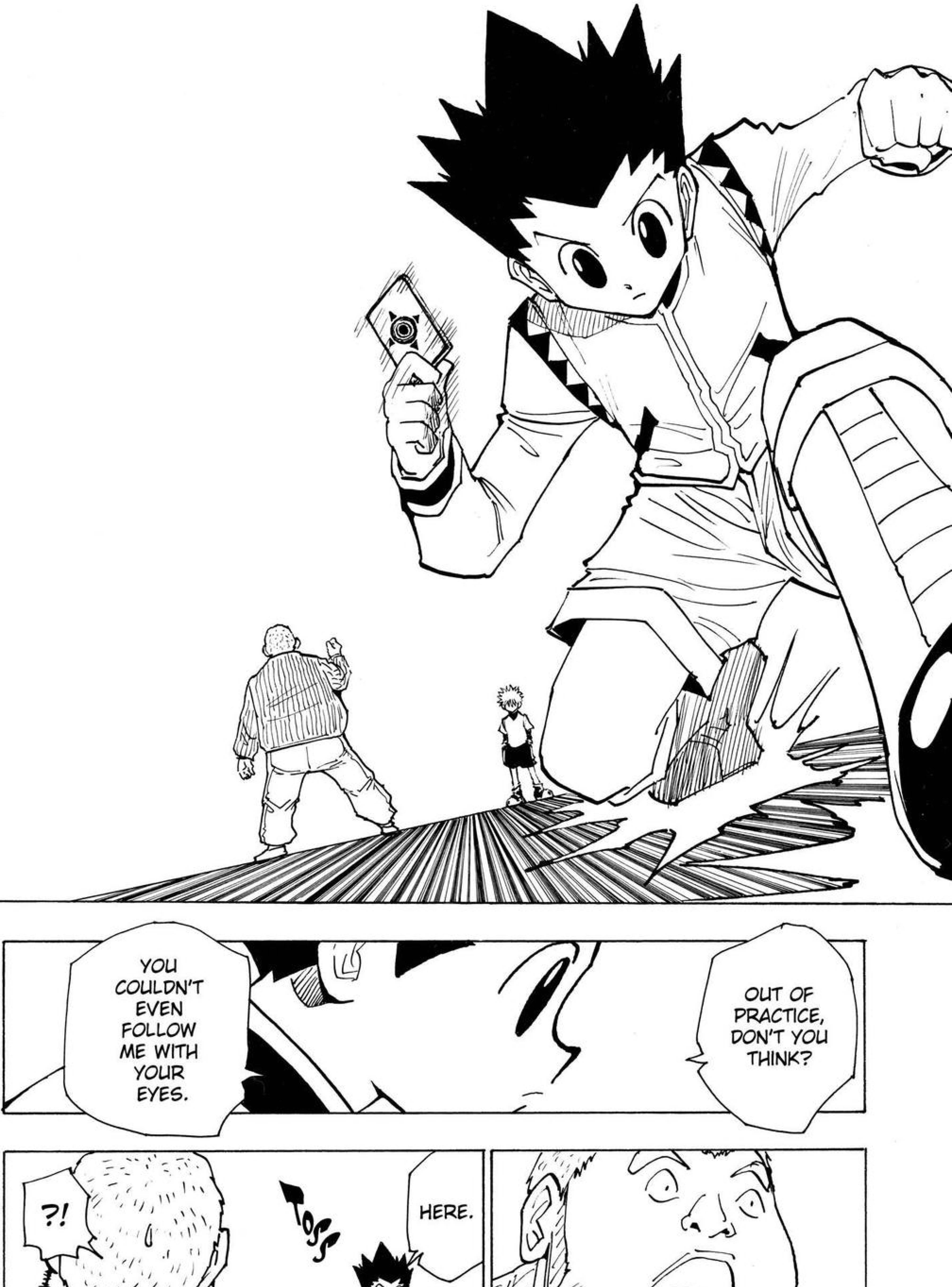

FSSH...
?
WHA-
WHAT'S GOING ON?!
?!
FLIP
THERE ARE NO CARDS IN KILLUA'S SPECIFIED SLOTS. "THIEF" WILL BE DESTROYED.
JUST BECAUSE IT'S A SPECIFIED SLOT CARD...
...DOESN'T MEAN I'D PUT IT THERE.
!!
HE HAD IT IN HIS FREE SLOTS...!!
HEH HEH, GOOD THING I WATCHED!
SHK
IF IT'S IN HIS FREE SLOTS, ALL THE BETTER!
MY CARD!


I ALREADY KNOW YOU'VE GOTTEN 15 ITEMS BESIDES THE "SWORD OF TRUTH" IN THE PAST FEW DAYS!!
ONE "SOMEONE'S AUTOGRAPH," ONE "ANTIQUE CLOCK," ONE "UN-MANEKI NEKO," AND 12 "GARGAIDERS"!
1006
PICKPOCKET
F-170
TAKE ONE CARD AT RANDOM FROM ANOTHER PLAYER'S FREE SLOTS.
C A
WELL, WE KNEW WE WERE BEING FOLLOWED.
"PICKPOCKET" ON! ATTACK KILLUA!!
FIP!!
ANY OF THEM WOULD (PROBABLY) BE A GOOD DEAL COMPARED TO A RANK-F SPELL CARD!!
"GARGAIDER" IS RANK-F, BUT IT'S WORTH A LOT!
FSSH
HEH
JUST BECAUSE I WON THE CARD DOESN'T MEAN I PUT IT IN MY BINDER.
HE HAS NO CARDS IN HIS FREE SLOTS EITHER?!
WHA?!
MY CARD...

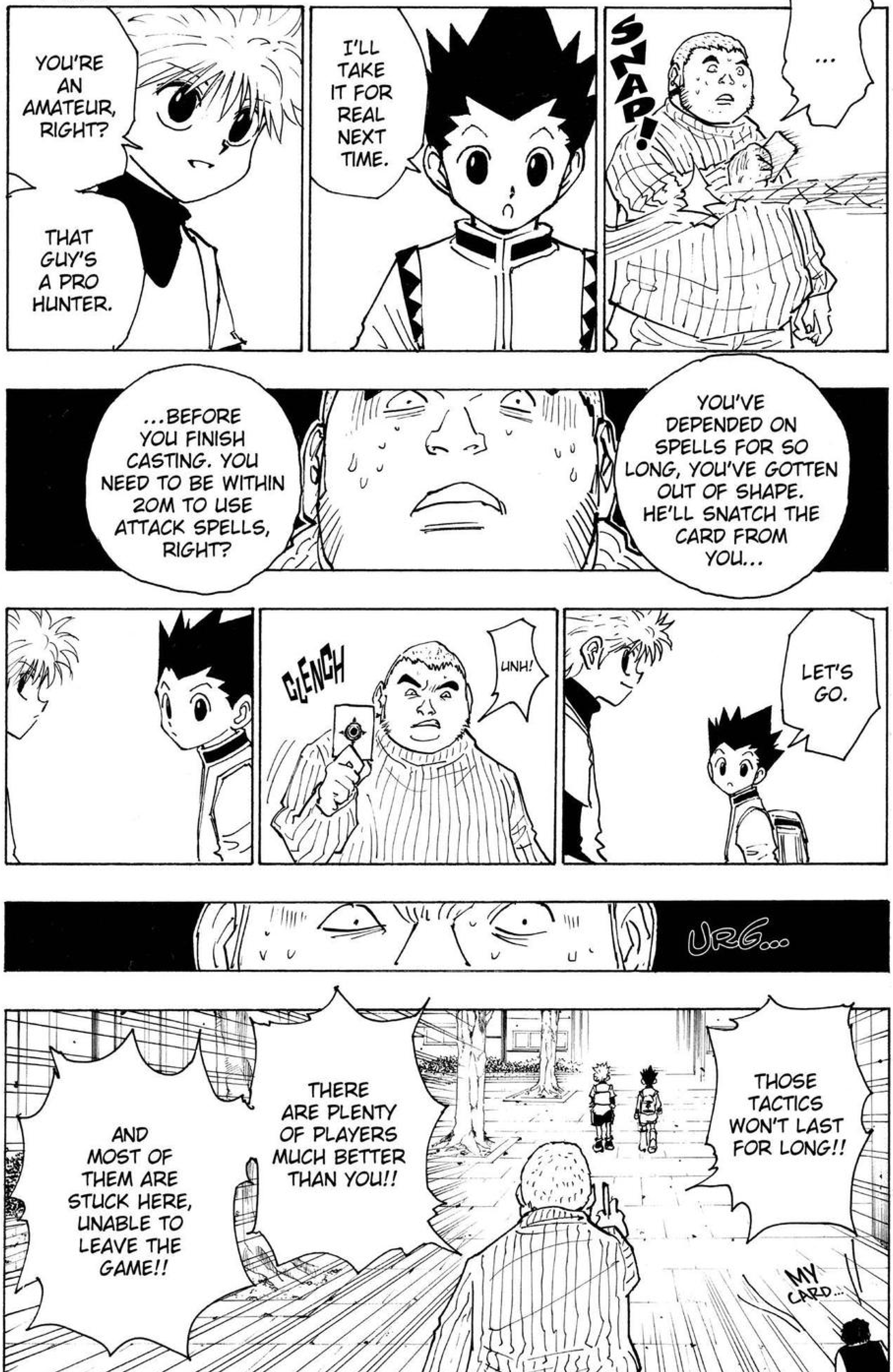

ARGH!
WELL, I HAVE MORE "PICK-POCKETS"!!
"PICK-POCKET" ON!!
ATTACK GON!!
ZAP
FSHT
SHOOM
HEH HEH, IT WORKED!!
NOW, WHAT CARD DID I GET...?
?!
21449
Rock
H-∞
An ordinary rock found anywhere. It could cause some damage if thrown hard enough.
BWONG
JUST A *ROCK*?!

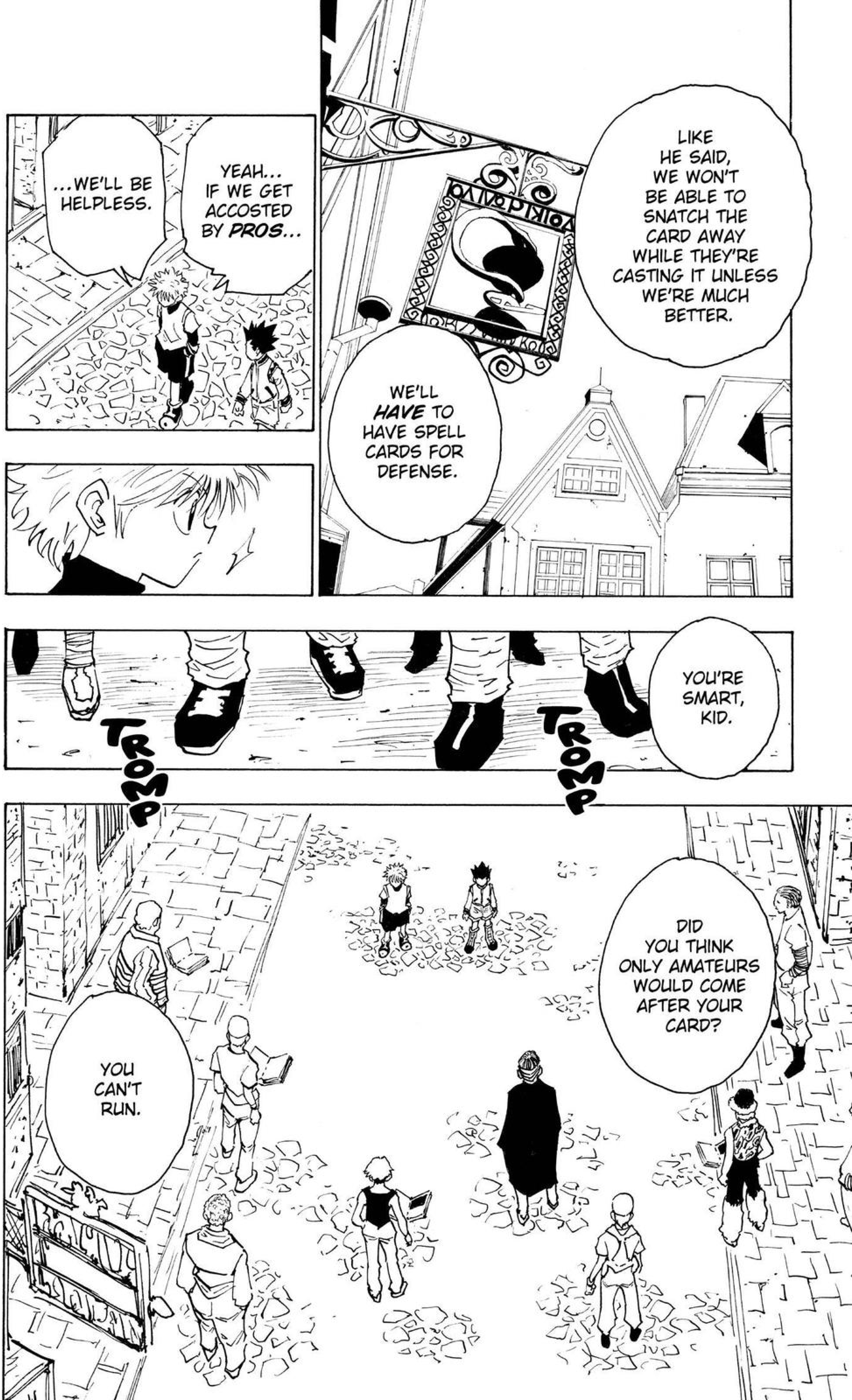

WHAT THE HECK?!
SWAP
OH, THAT'S THE ROCK I FOUND.
OH YEAH, YOU KEPT PICKING UP RANDOM STUFF.
THEY DON'T EVEN HAVE ANY SPELL CARDS, YET THEY KNEW TO USE *SHUFFLE GUARD AND *FULL-SLOT GUARD!
*PUTTING A SPECIFIED SLOT CARD INTO A FREE SLOT, OR SWAPPING CARDS BETWEEN FRIENDS TO CONFUSE ENEMIES.
*FILLING THE FREE SLOTS WITH USELESS CARDS TO DECREASE THE CHANCES OF A GOOD CARD GETTING STOLEN BY "PICKPOCKET" OR "TRADE."
I HAVE ONE MORE "PICKPOCKET"...
...BUT HIS FREE SLOTS ARE LIKELY FILLED WITH SIMILAR JUNK!
MY CHANCES OF ENDING UP WITH A CARD I'D WANT ARE DOWN TO 33%.
IT'S NOT WORTH TAKING THE CHANCE...!!
GOT NOTHING TO DO?! STEP ASIDE...!!
SHK!!

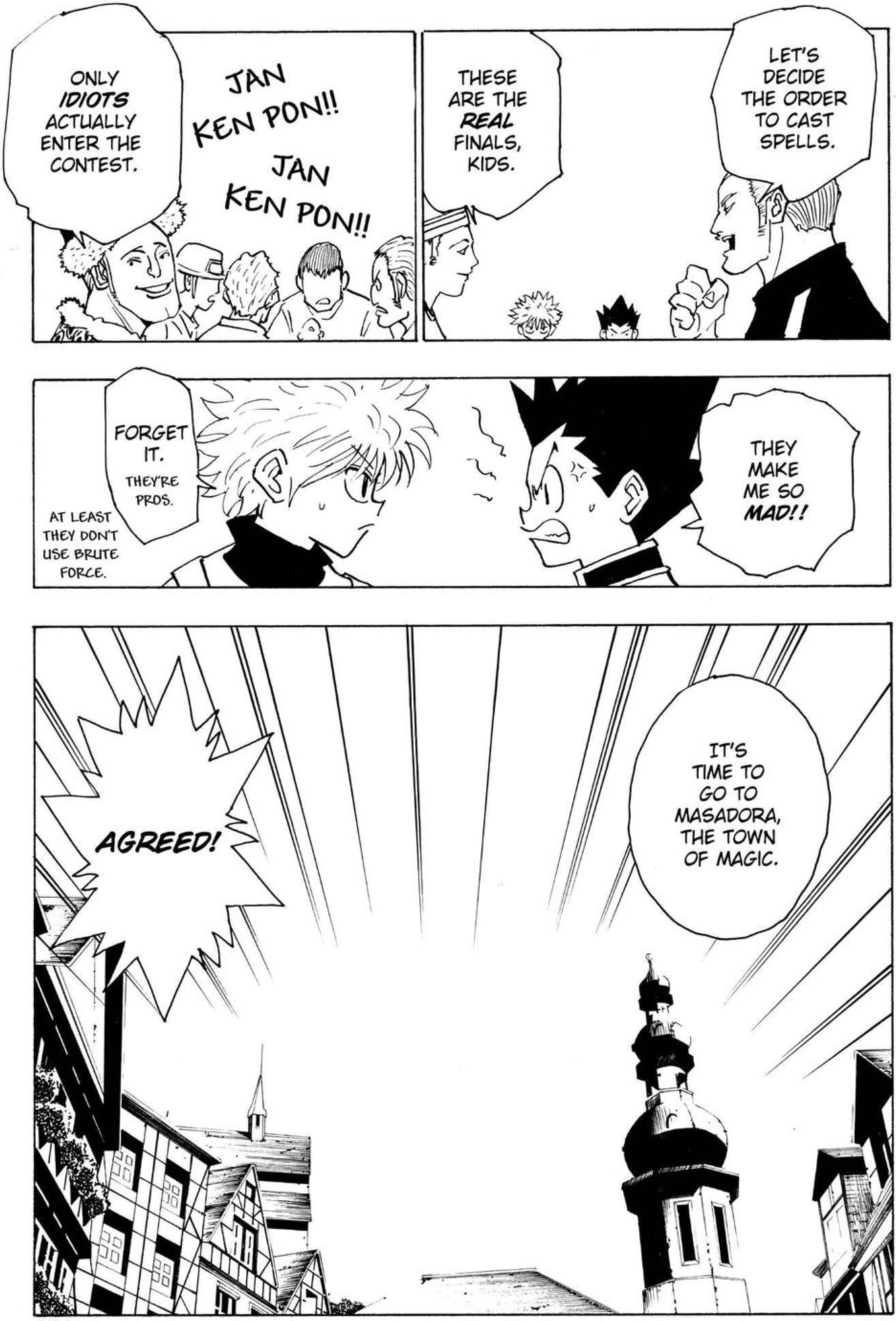

IT WAS YOUR FAULT YOU WEREN'T THOROUGH ENOUGH IN RESEARCHING THEIR BINDERS!
WHEREAS *I* USED "CLAIRVOYANCE" TO FIND OUT KILLUA'S BINDER DOESN'T CONTAIN THE "SWORD OF TRUTH"!!
MY CARD...
AND I USED "PEEK" TO CONFIRM IT'S IN GON'S FREE SLOTS!!
GIVE IT A TRY.
OK.
IN THAT CASE...
...*THIS* CARD WILL GET IT FOR SURE!!
1021
MUG
B-30
TAKE ONE CARD OF YOUR CHOICE FROM ANOTHER PLAYER'S BINDER.
C A
"MUG" ON!!
VIP
ATTACK-


OUT OF PRACTICE, DON'T YOU THINK?
YOU COULDN'T EVEN FOLLOW ME WITH YOUR EYES.
HERE.
TOSS
?!

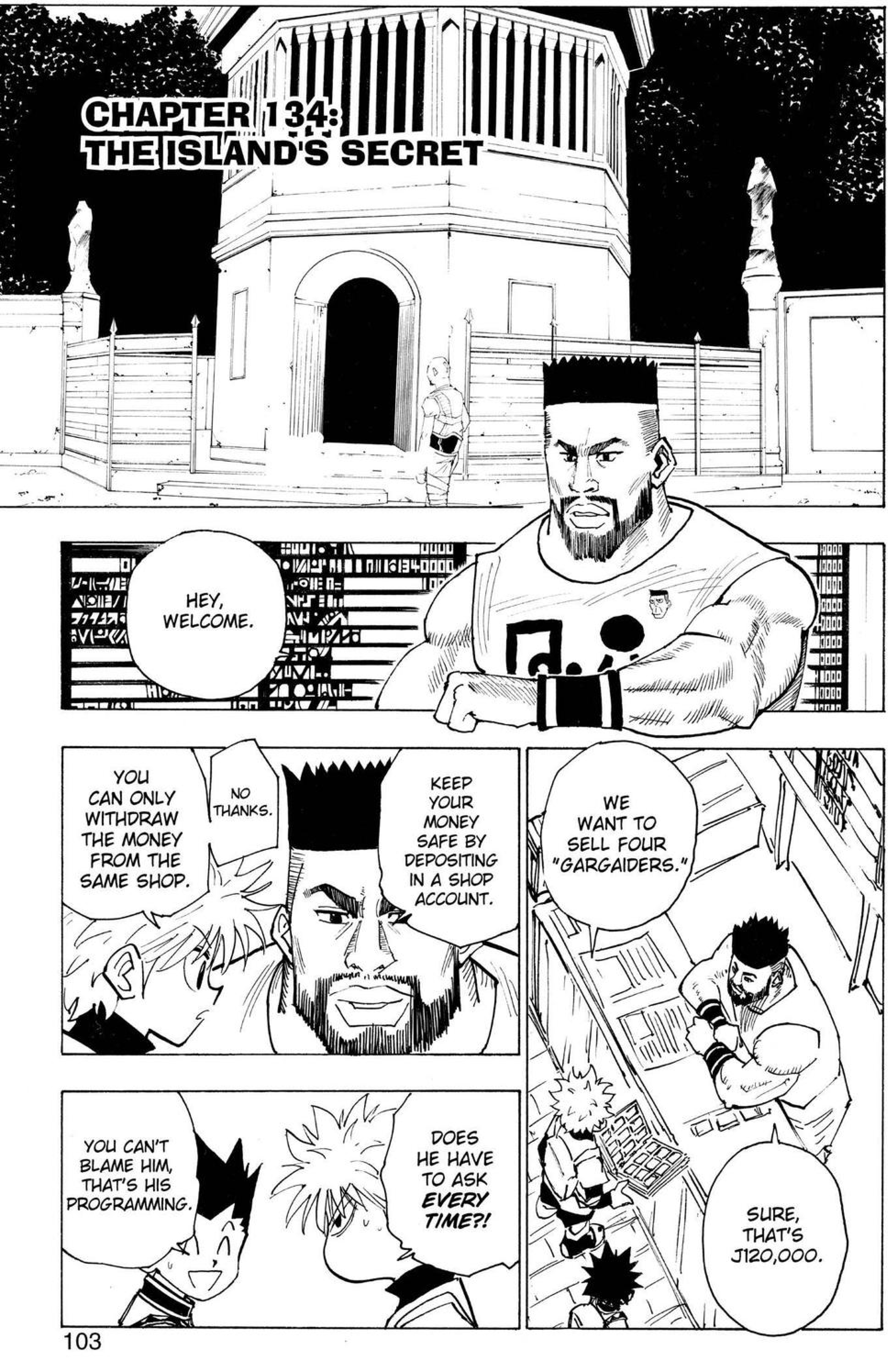
READ THIS WAY

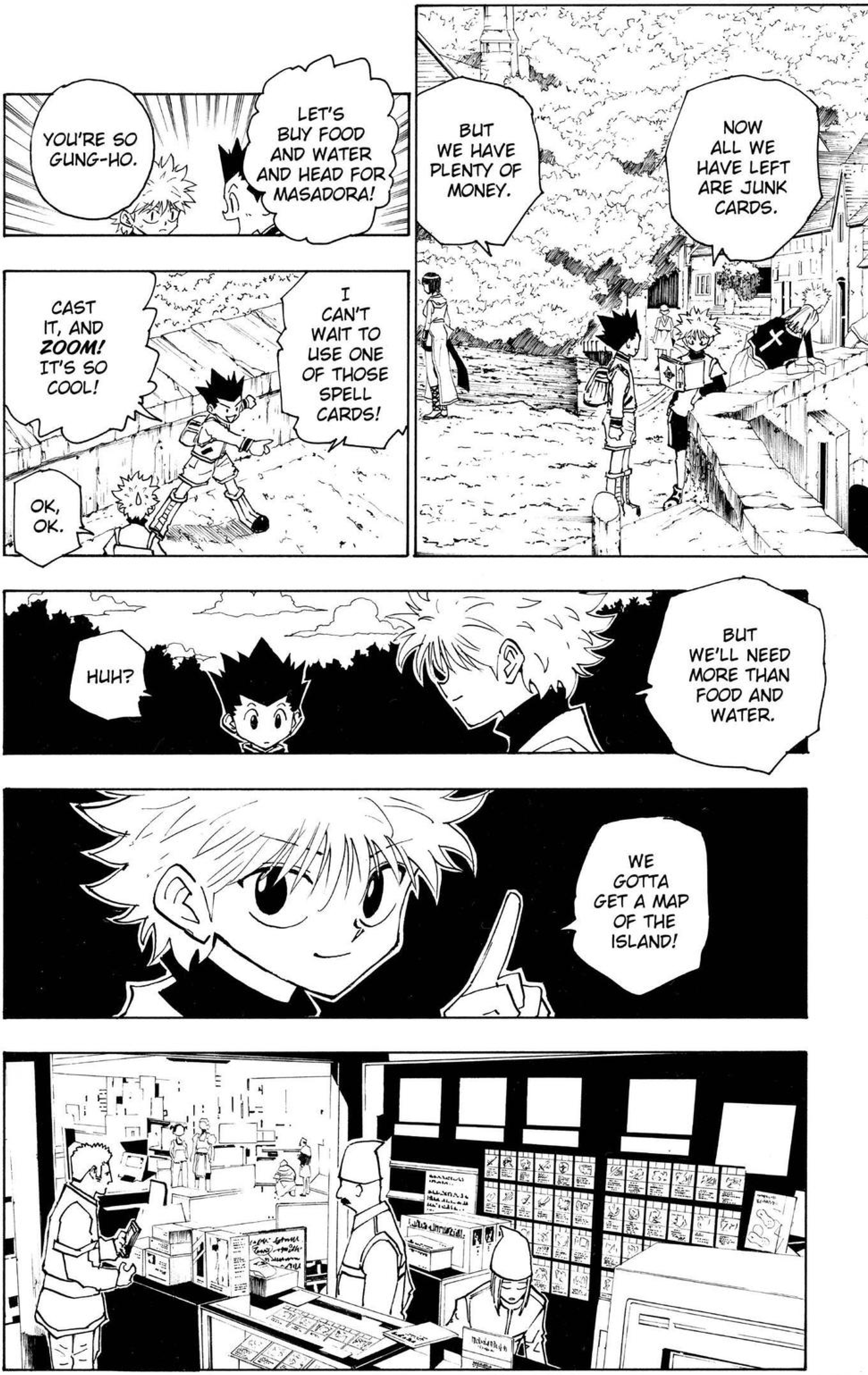

...
SNAP!
I'LL TAKE IT FOR REAL NEXT TIME.
YOU'RE AN AMATEUR, RIGHT?
THAT GUY'S A PRO HUNTER.
YOU'VE DEPENDED ON SPELLS FOR SO LONG, YOU'VE GOTTEN OUT OF SHAPE. HE'LL SNATCH THE CARD FROM YOU...
...BEFORE YOU FINISH CASTING. YOU NEED TO BE WITHIN 20M TO USE ATTACK SPELLS, RIGHT?
LET'S GO.
UNH!
CLENCH
URG...
THOSE TACTICS WON'T LAST FOR LONG!!
THERE ARE PLENTY OF PLAYERS MUCH BETTER THAN YOU!!
AND MOST OF THEM ARE STUCK HERE, UNABLE TO LEAVE THE GAME!!
MY CARD...

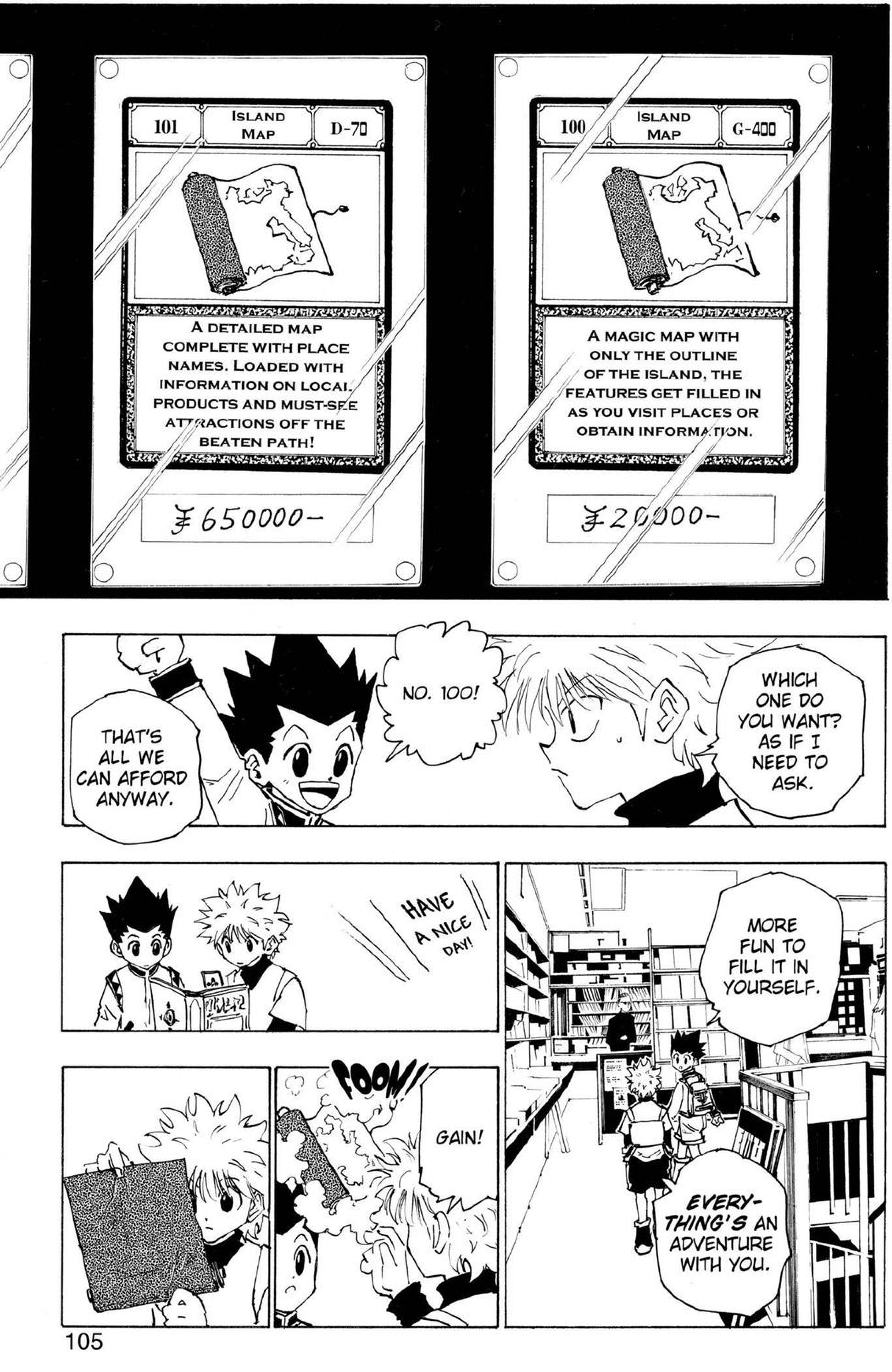

LIKE HE SAID, WE WON'T BE ABLE TO SNATCH THE CARD AWAY WHILE THEY'RE CASTING IT UNLESS WE'RE MUCH BETTER.
WE'LL *HAVE* TO HAVE SPELL CARDS FOR DEFENSE.
YEAH... IF WE GET ACCOSTED BY *PROS*...
...WE'LL BE HELPLESS.
YOU'RE SMART, KID.
TROMP
TROMP
DID YOU THINK ONLY AMATEURS WOULD COME AFTER YOUR CARD?
YOU CAN'T RUN.

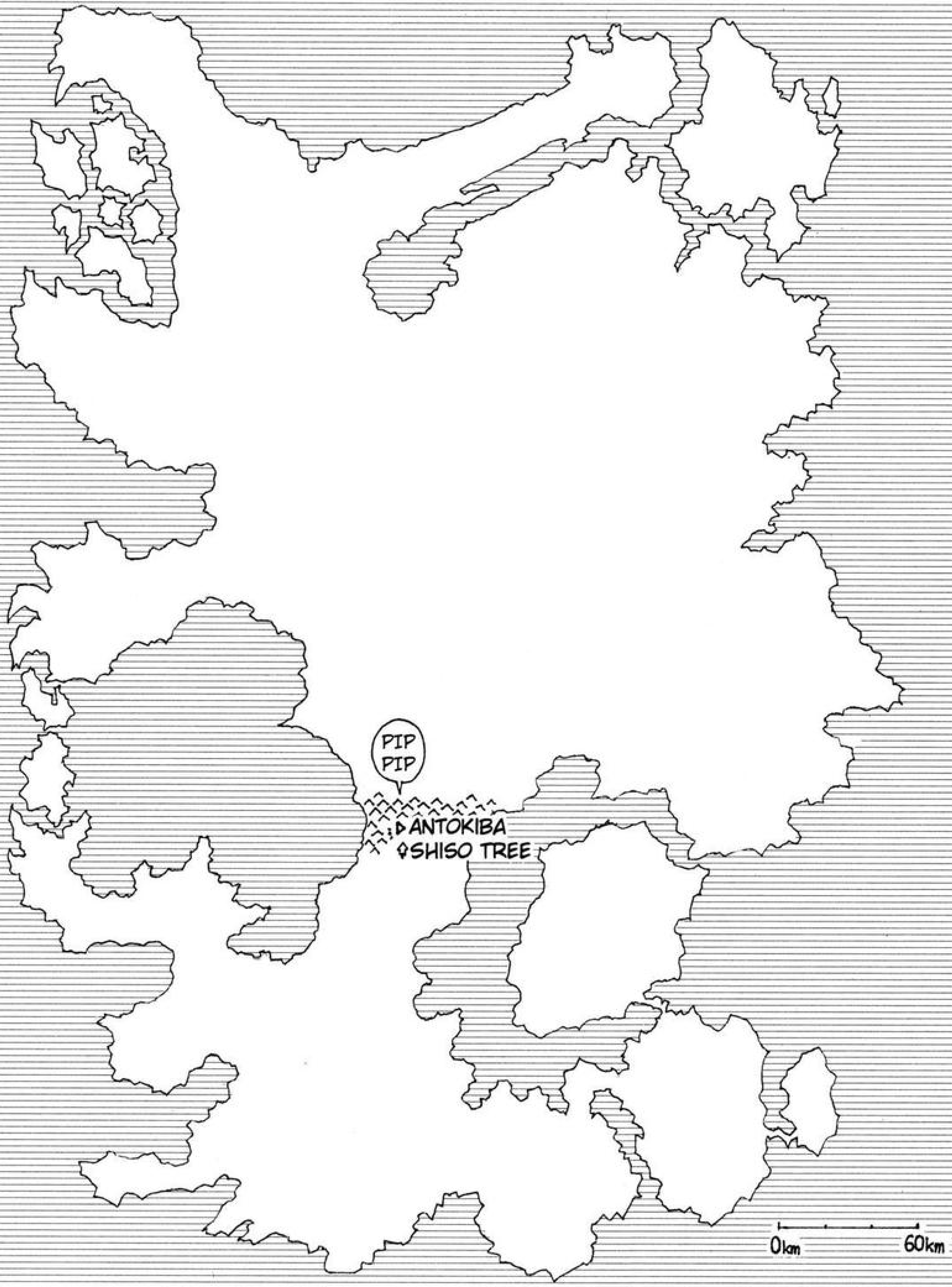

ONLY *IDIOTS* ACTUALLY ENTER THE CONTEST.
JAN KEN PON!!
JAN KEN PON!!
THESE ARE THE *REAL* FINALS, KIDS.
LET'S DECIDE THE ORDER TO CAST SPELLS.
FORGET IT. THEY'RE PROS.
AT LEAST THEY DON'T USE BRUTE FORCE.
THEY MAKE ME SO *MAD!!*
AGREED!
IT'S TIME TO GO TO MASADORA, THE TOWN OF MAGIC.

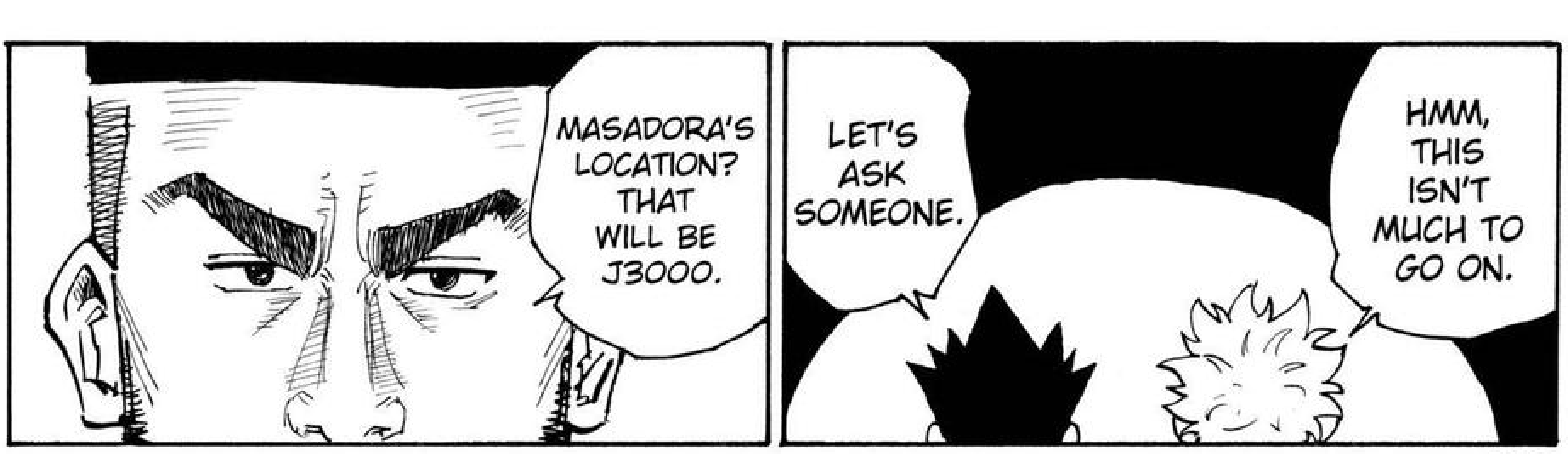
CHAPTER 134:
THE ISLAND'S SECRET


HEY, WELCOME.
WE WANT TO SELL FOUR "GARGAIDERS."
SURE, THAT'S J120,000.
KEEP YOUR MONEY SAFE BY DEPOSITING IN A SHOP ACCOUNT.
NO THANKS.
YOU CAN ONLY WITHDRAW THE MONEY FROM THE SAME SHOP.
DOES HE HAVE TO ASK *EVERY TIME?!*
YOU CAN'T BLAME HIM, THAT'S HIS PROGRAMMING.

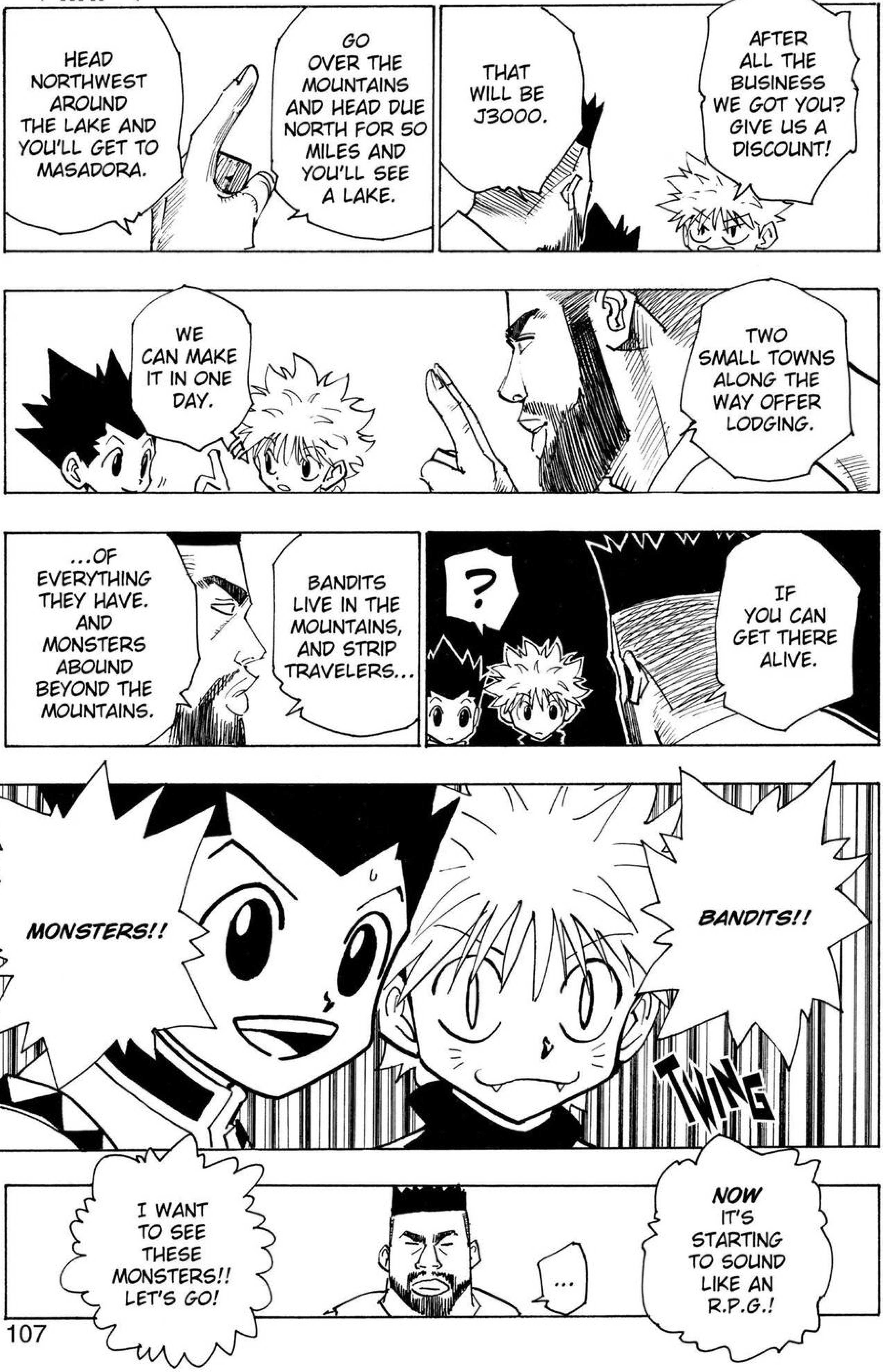

NOW ALL WE HAVE LEFT ARE JUNK CARDS.
BUT WE HAVE PLENTY OF MONEY.
LET'S BUY FOOD AND WATER AND HEAD FOR MASADORA!
YOU'RE SO GUNG-HO.
I CAN'T WAIT TO USE ONE OF THOSE SPELL CARDS!
CAST IT, AND **ZOOM!** IT'S SO COOL!
OK, OK.
BUT WE'LL NEED MORE THAN FOOD AND WATER.
HUH?
WE GOTTA GET A MAP OF THE ISLAND!

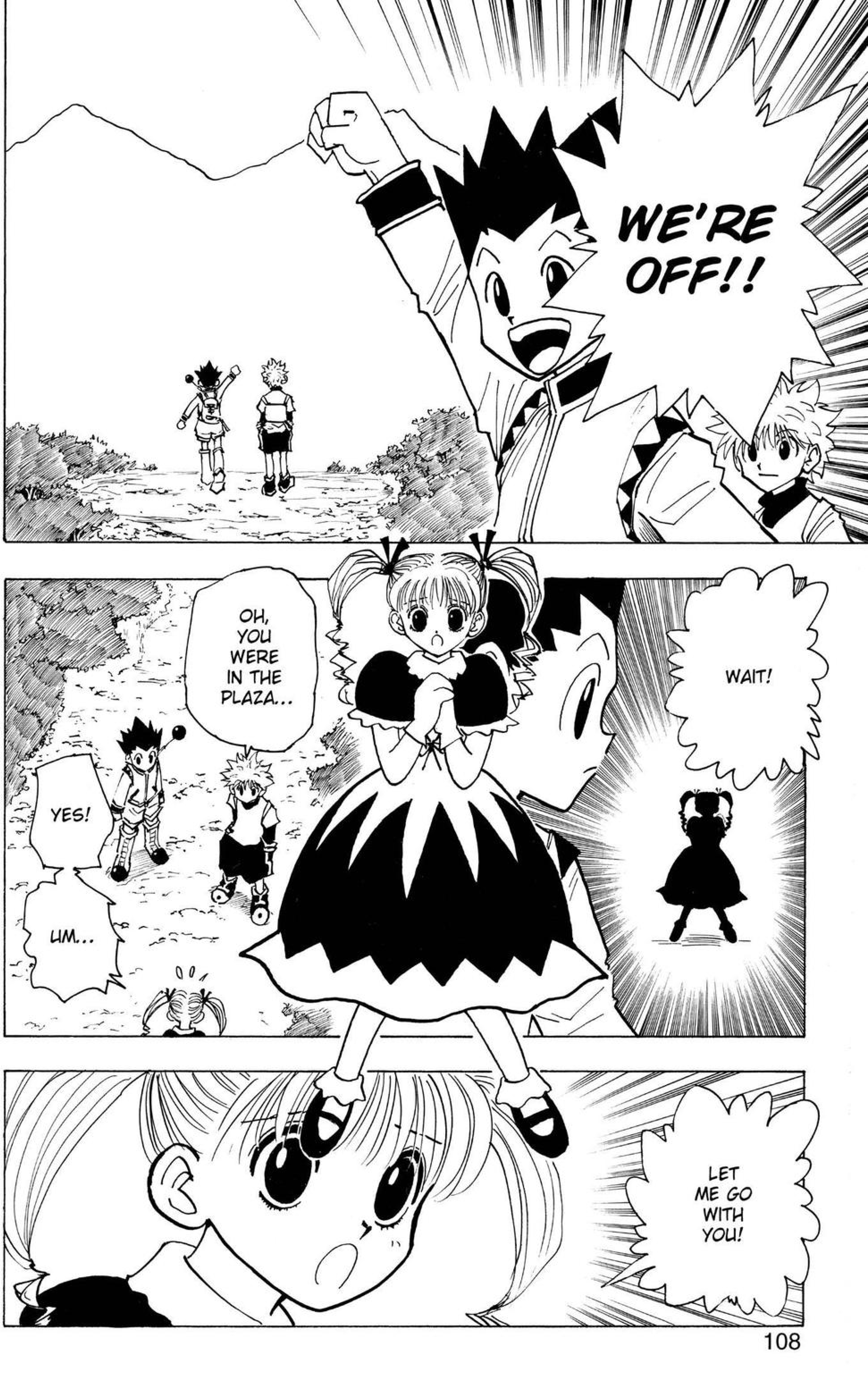
100
ISLAND MAP
G-400
A MAGIC MAP WITH ONLY THE OUTLINE OF THE ISLAND, THE FEATURES GET FILLED IN AS YOU VISIT PLACES OR OBTAIN INFORMATION.
¥20000-
101
ISLAND MAP
D-70
A DETAILED MAP COMPLETE WITH PLACE NAMES. LOADED WITH INFORMATION ON LOCAL PRODUCTS AND MUST-SEE ATTRACTIONS OFF THE BEATEN PATH!
¥650000-
WHICH ONE DO YOU WANT? AS IF I NEED TO ASK.
NO. 100!
THAT'S ALL WE CAN AFFORD ANYWAY.
HAVE A NICE DAY!
GAIN!
FOOM!
MORE FUN TO FILL IT IN YOURSELF.
EVERYTHING'S AN ADVENTURE WITH YOU.

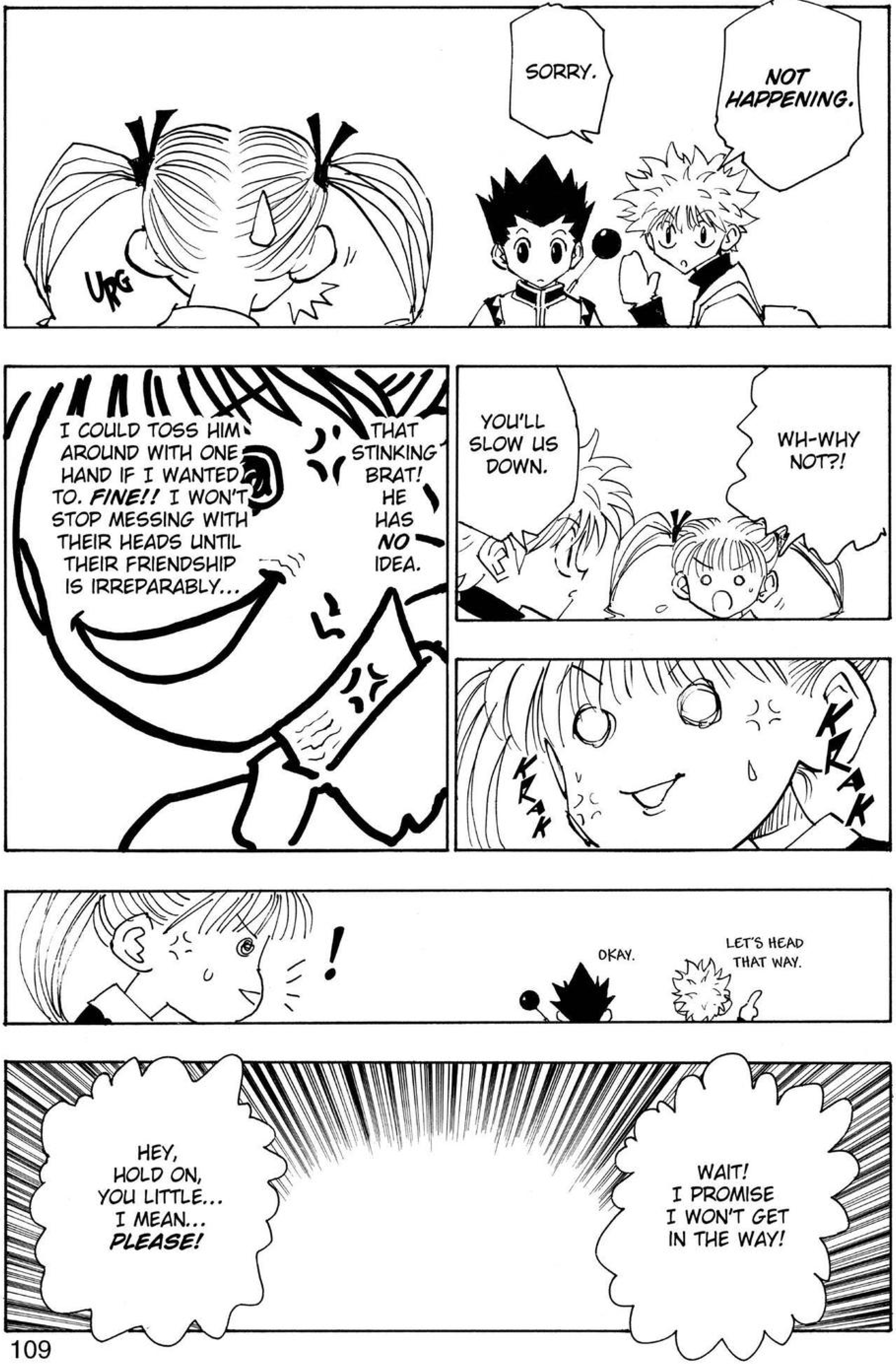

PIP PIP
ANTOKIBA
SHISO TREE
0km
60km

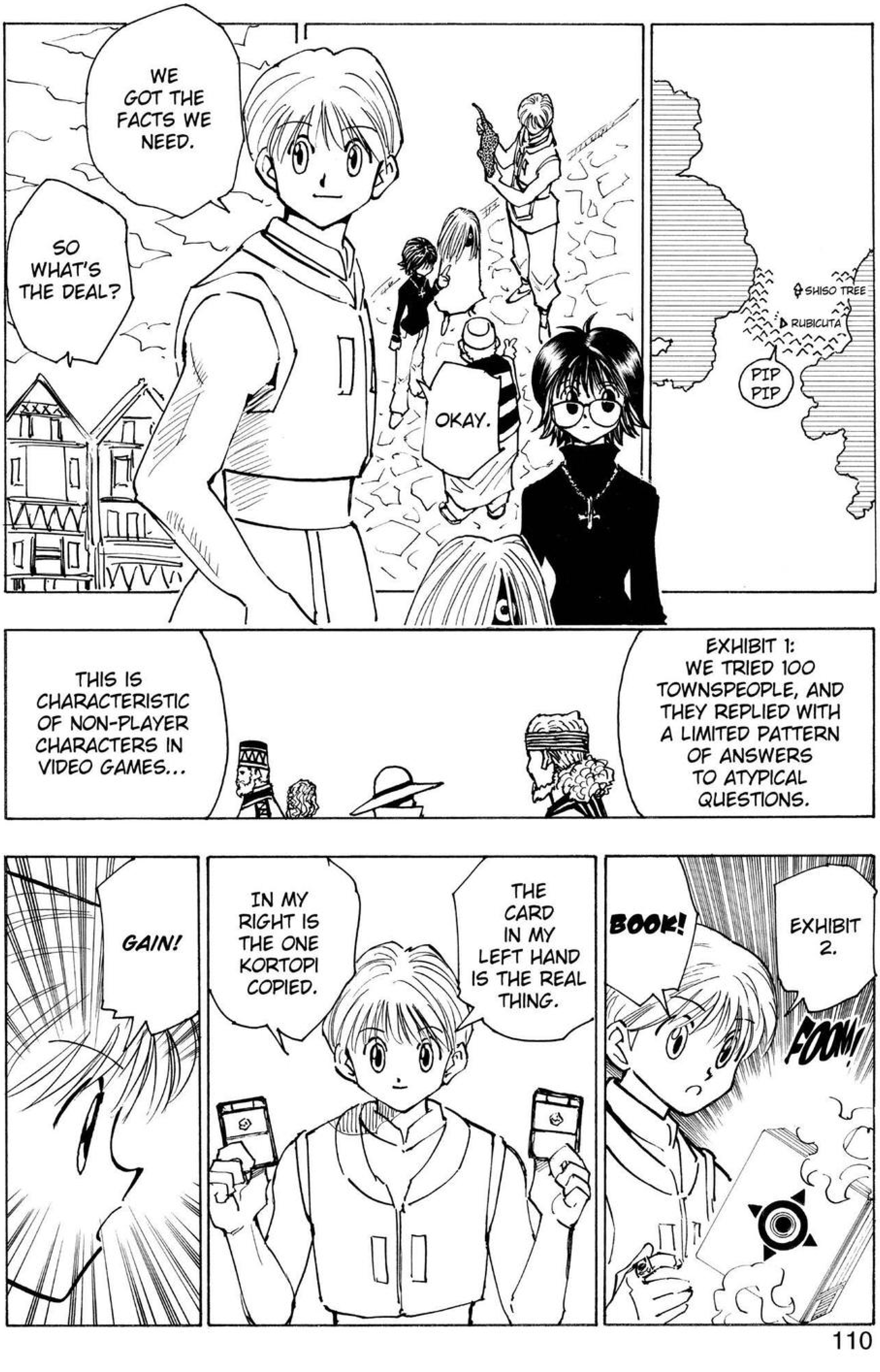

HMM, THIS ISN'T MUCH TO GO ON.
LET'S ASK SOMEONE.
MASADORA'S LOCATION? THAT WILL BE J3000.

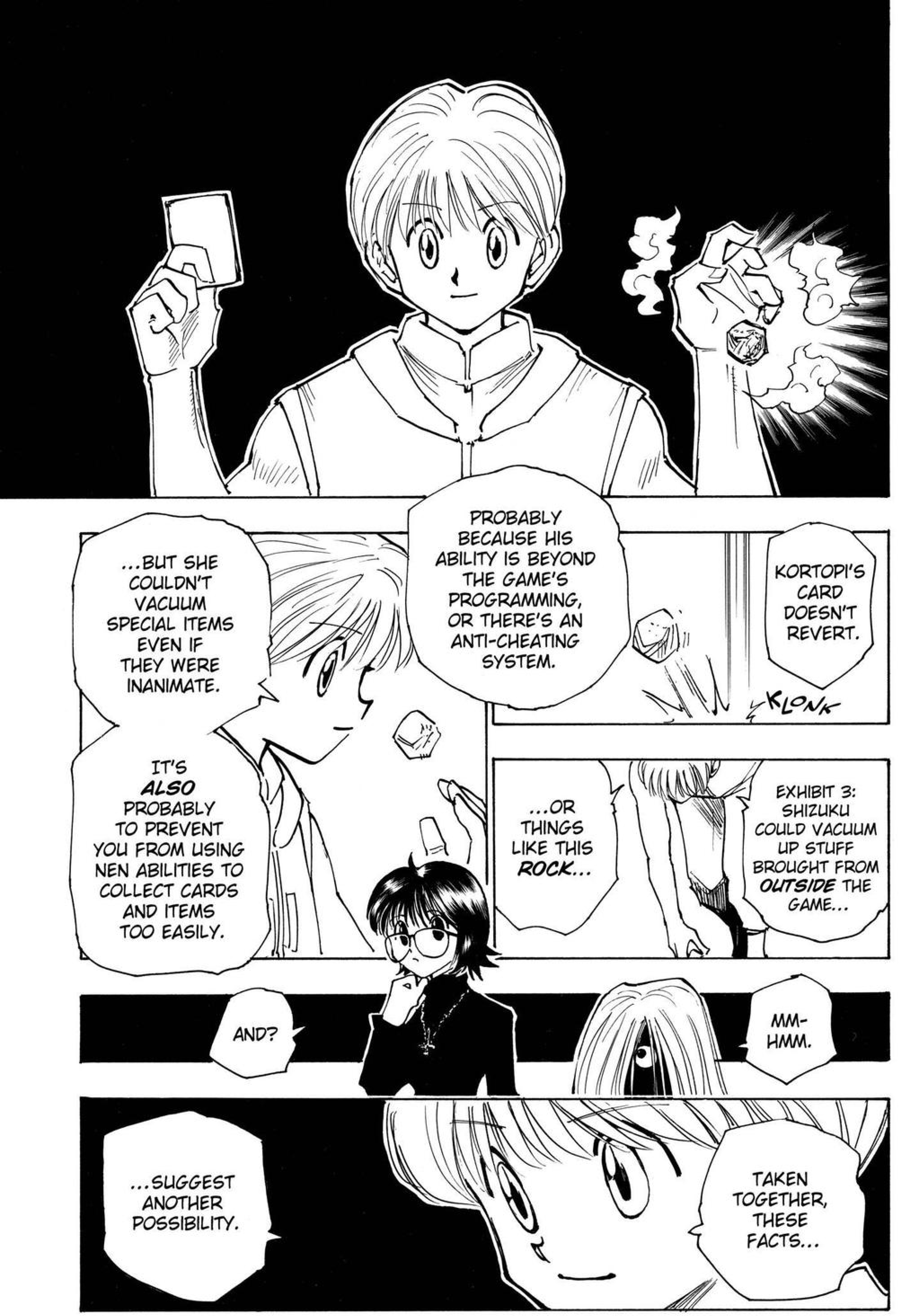
READ THIS WAY

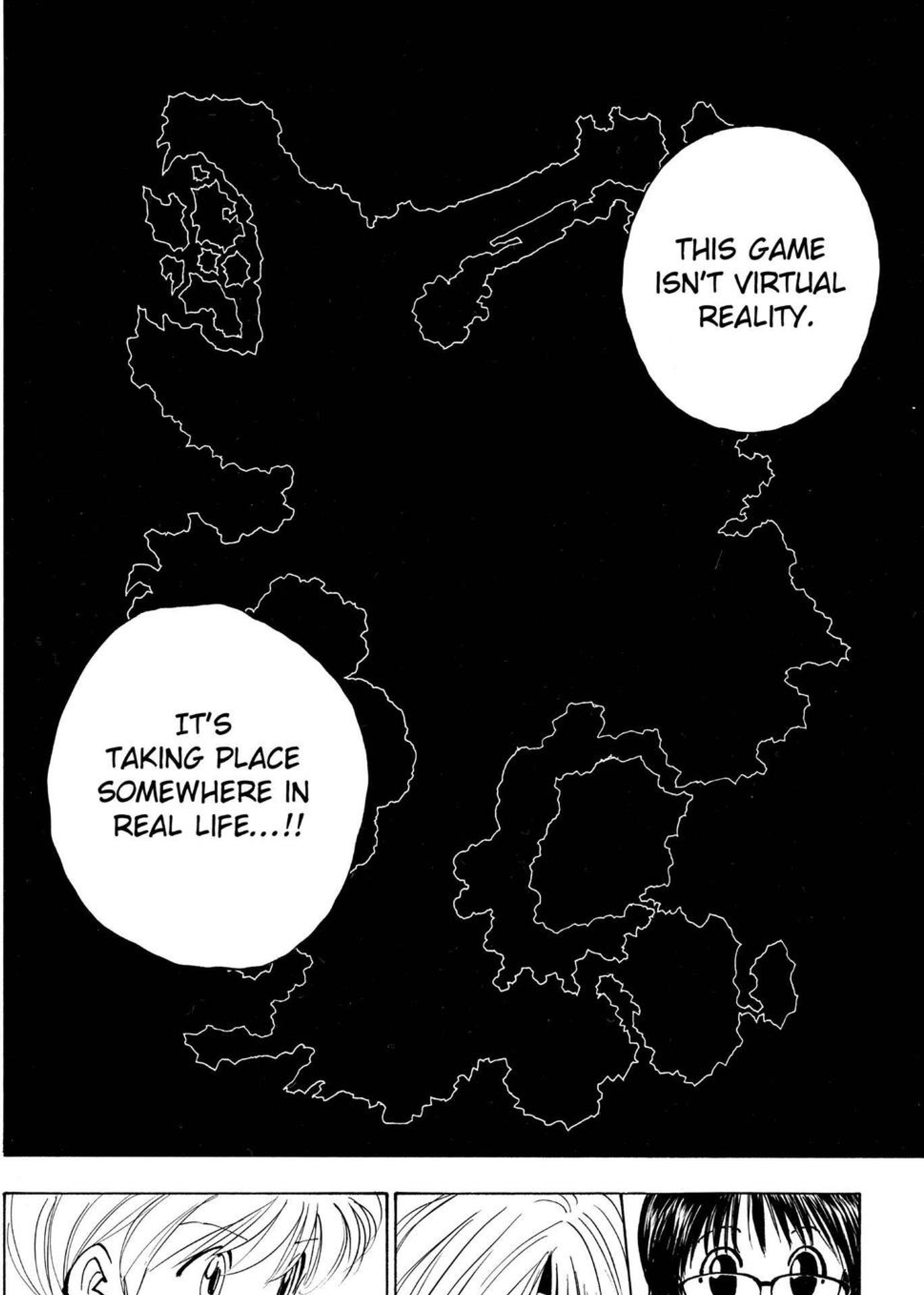

THAT WILL BE J3000.
AFTER ALL THE BUSINESS WE GOT YOU? GIVE US A DISCOUNT!
GO OVER THE MOUNTAINS AND HEAD DUE NORTH FOR 50 MILES AND YOU'LL SEE A LAKE.
HEAD NORTHWEST AROUND THE LAKE AND YOU'LL GET TO MASADORA.
TWO SMALL TOWNS ALONG THE WAY OFFER LODGING.
WE CAN MAKE IT IN ONE DAY.
IF YOU CAN GET THERE ALIVE.
?
BANDITS LIVE IN THE MOUNTAINS, AND STRIP TRAVELERS...
...OF EVERYTHING THEY HAVE. AND MONSTERS ABOUND BEYOND THE MOUNTAINS.
BANDITS!!
TWING
MONSTERS!!
NOW IT'S STARTING TO SOUND LIKE AN R.P.G.!
...
I WANT TO SEE THESE MONSTERS!! LET'S GO!

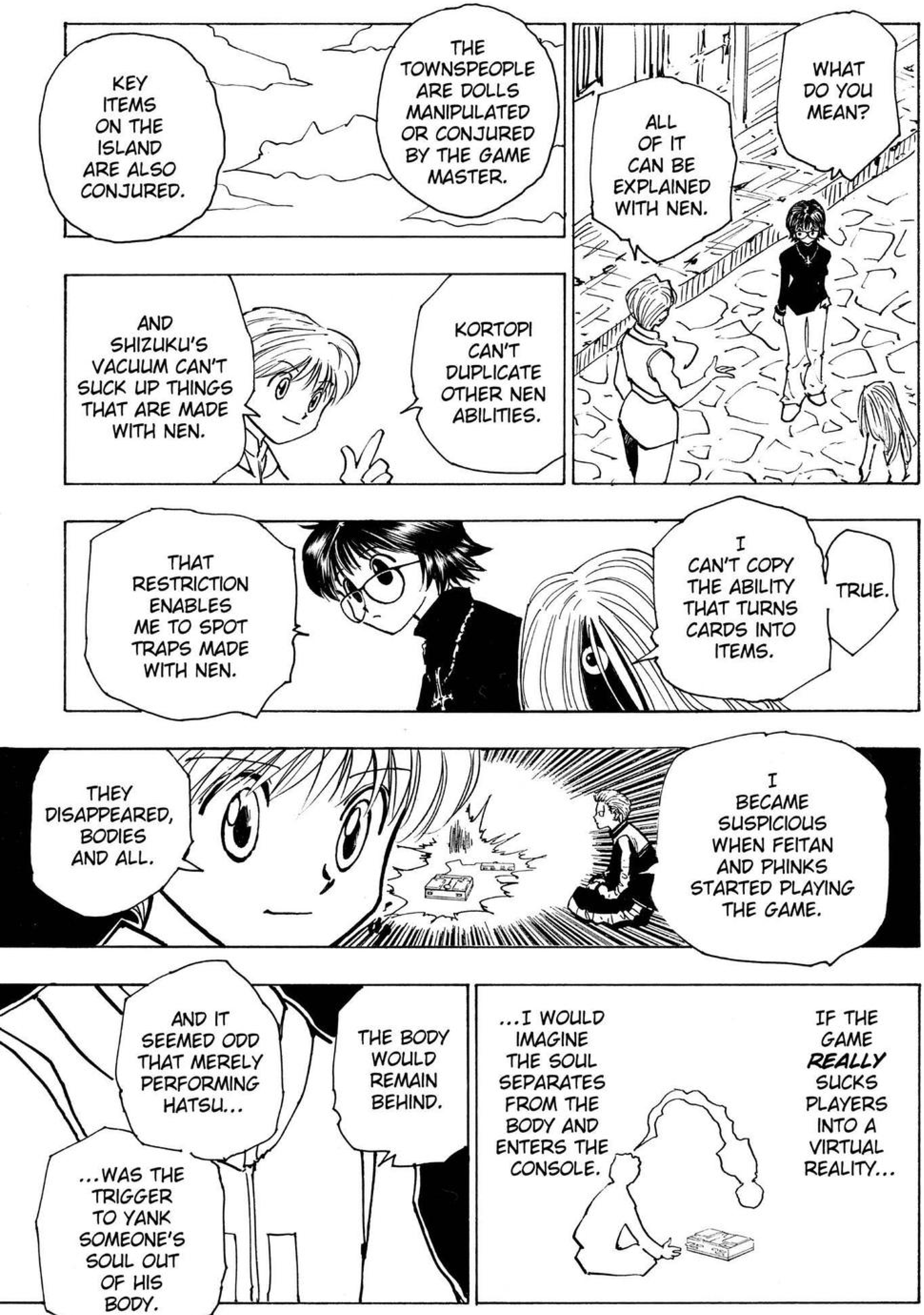

WE'RE OFF!!
WAIT!
OH, YOU WERE IN THE PLAZA...
YES!
UM...
LET ME GO WITH YOU!

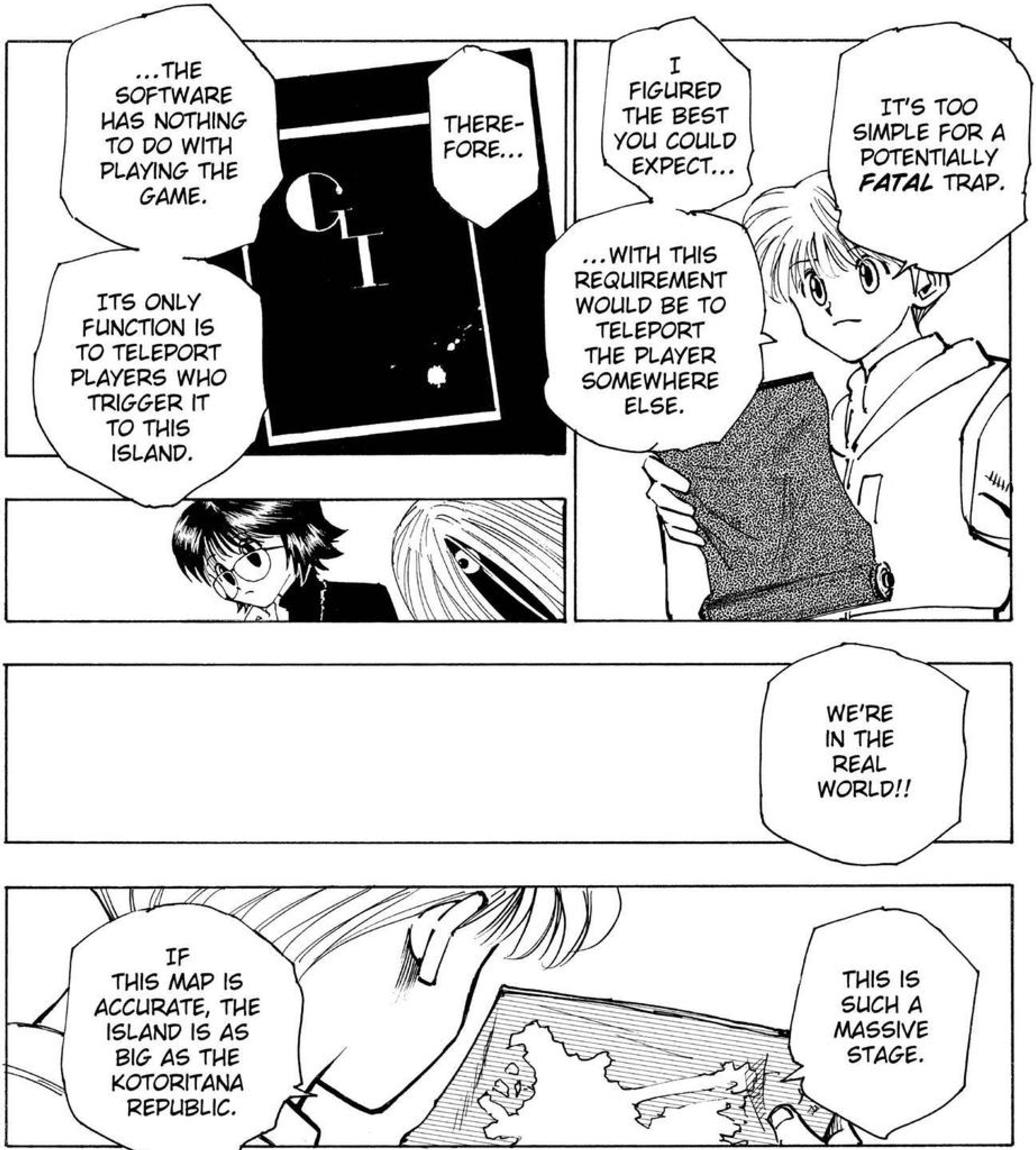

NOT HAPPENING.
SORRY.
UPG
WH-WHY NOT?!
YOU'LL SLOW US DOWN.
KRAK
KRAK
THAT STINKING BRAT! HE HAS NO IDEA.
I COULD TOSS HIM AROUND WITH ONE HAND IF I WANTED TO. FINE!! I WON'T STOP MESSING WITH THEIR HEADS UNTIL THEIR FRIENDSHIP IS IRREPARABLY...
LET'S HEAD THAT WAY.
OKAY.
!
WAIT! I PROMISE I WON'T GET IN THE WAY!
HEY, HOLD ON, YOU LITTLE... I MEAN... PLEASE!


SHISO TREE
RUBICUTA
PIP PIP
OKAY.
WE GOT THE FACTS WE NEED.
SO WHAT'S THE DEAL?
EXHIBIT 1: WE TRIED 100 TOWNSPEOPLE, AND THEY REPLIED WITH A LIMITED PATTERN OF ANSWERS TO ATYPICAL QUESTIONS.
THIS IS CHARACTERISTIC OF NON-PLAYER CHARACTERS IN VIDEO GAMES...
EXHIBIT 2.
BOOK!
FOOM!
THE CARD IN MY LEFT HAND IS THE REAL THING.
IN MY RIGHT IS THE ONE KORTOPI COPIED.
GAIN!

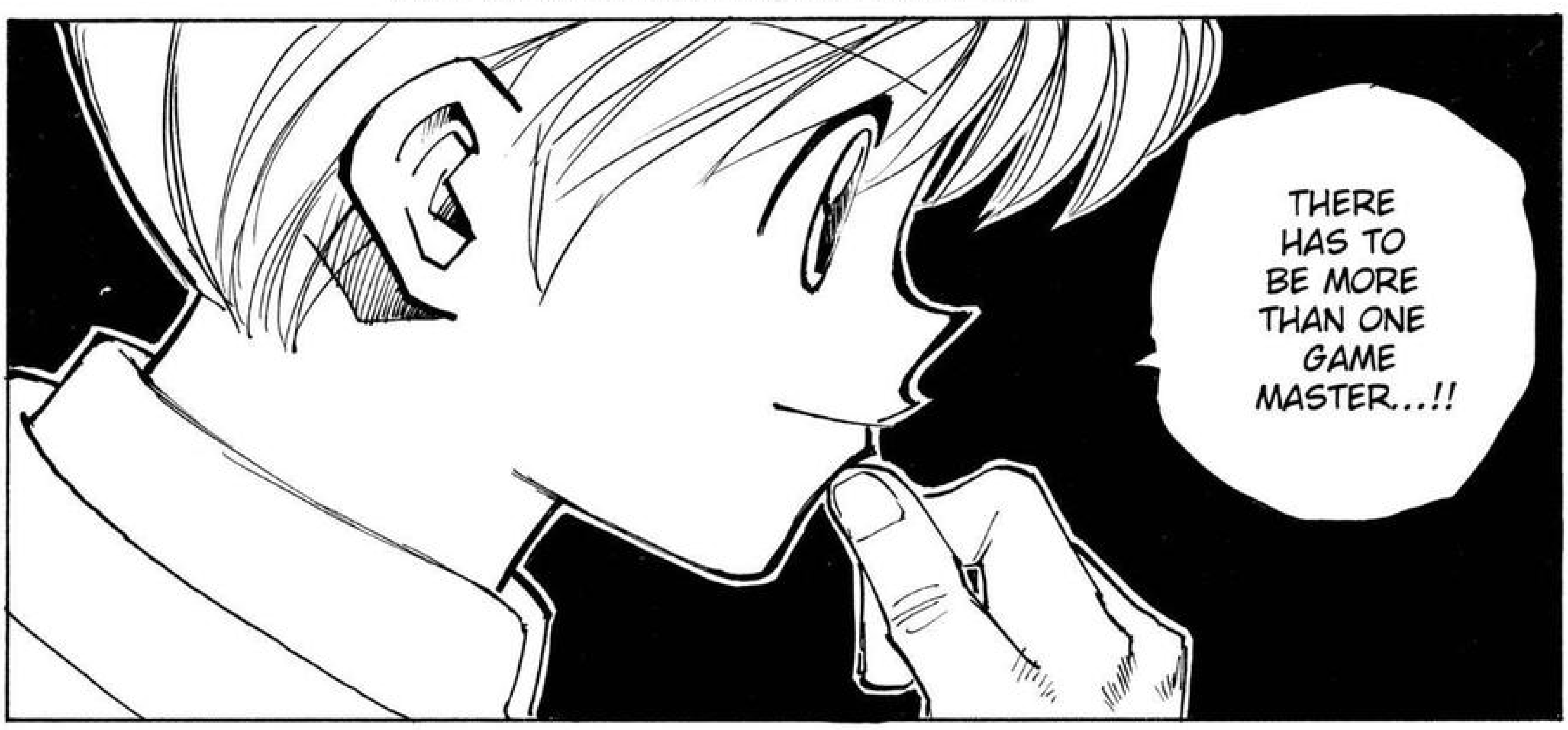

KORTOPI'S CARD DOESN'T REVERT.
KLONK
PROBABLY BECAUSE HIS ABILITY IS BEYOND THE GAME'S PROGRAMMING, OR THERE'S AN ANTI-CHEATING SYSTEM.
EXHIBIT 3: SHIZUKU COULD VACUUM UP STUFF BROUGHT FROM *OUTSIDE* THE GAME...
...OR THINGS LIKE THIS *ROCK*...
...BUT SHE COULDN'T VACUUM SPECIAL ITEMS EVEN IF THEY WERE INANIMATE.
IT'S ***ALSO*** PROBABLY TO PREVENT YOU FROM USING NEN ABILITIES TO COLLECT CARDS AND ITEMS TOO EASILY.
MM-HMM.
AND?
TAKEN TOGETHER, THESE FACTS...
...SUGGEST ANOTHER POSSIBILITY.

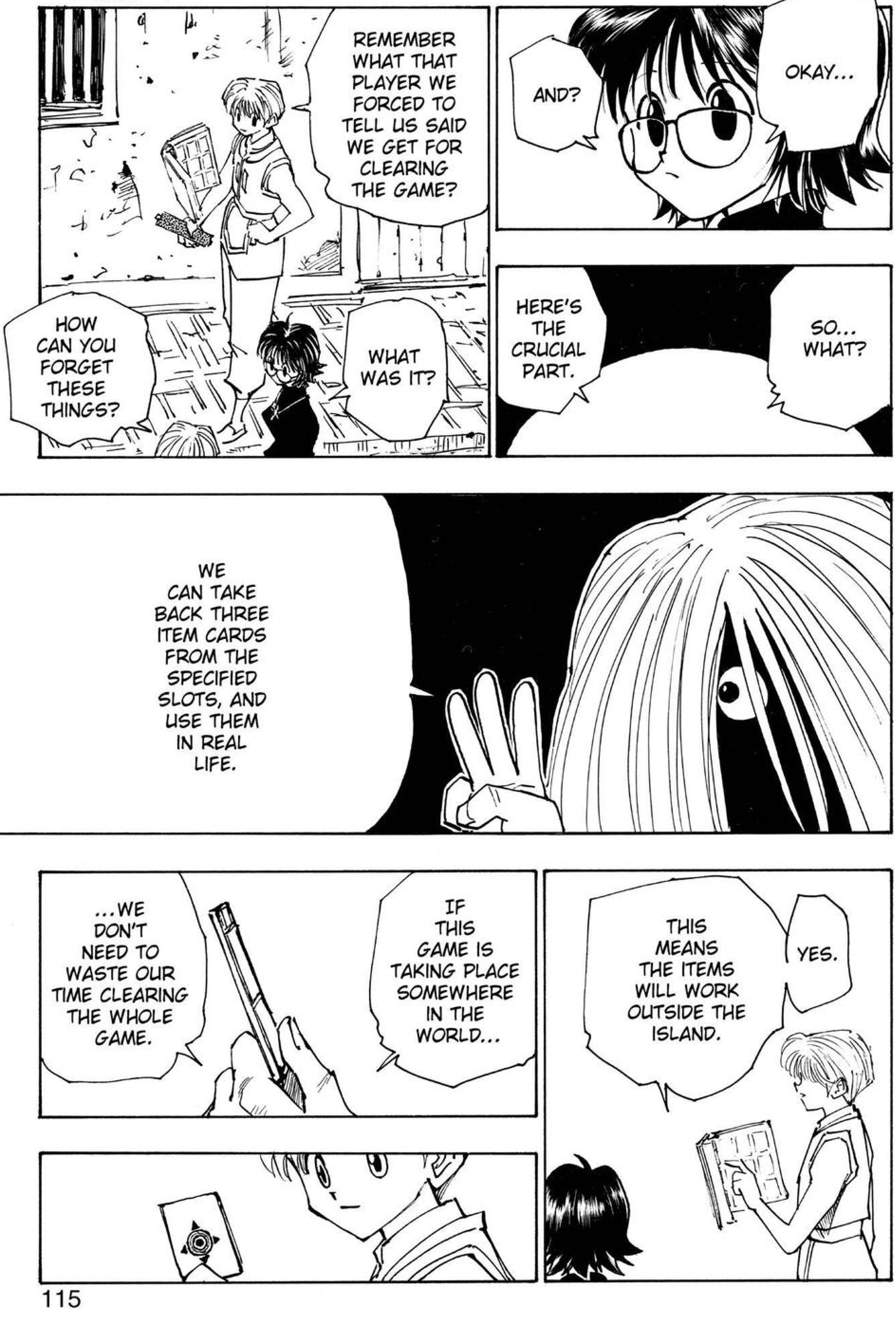

THIS GAME ISN'T VIRTUAL REALITY.
IT'S TAKING PLACE SOMEWHERE IN REAL LIFE...!!

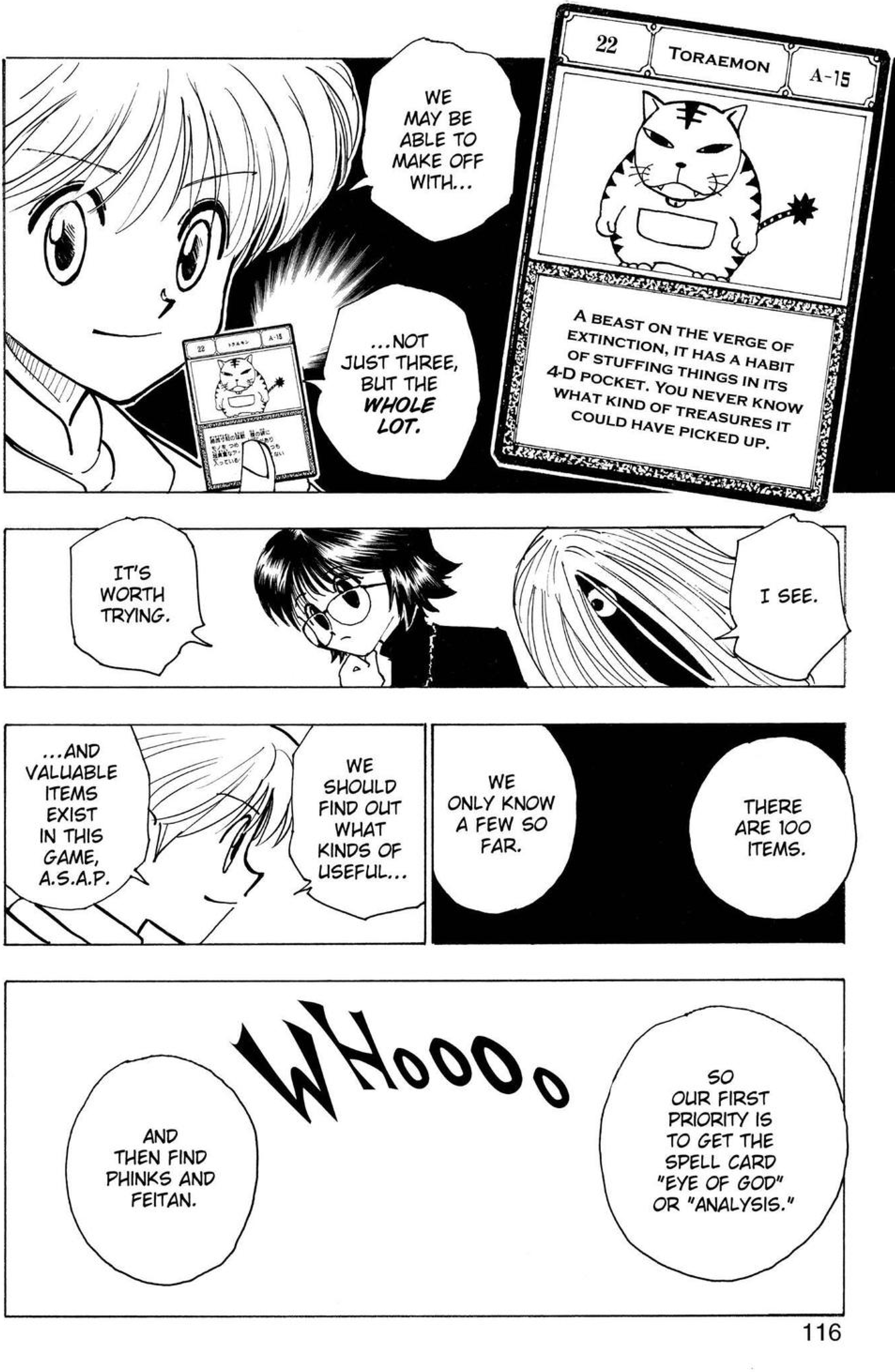

WHAT DO YOU MEAN?
ALL OF IT CAN BE EXPLAINED WITH NEN.
THE TOWNSPEOPLE ARE DOLLS MANIPULATED OR CONJURED BY THE GAME MASTER.
KEY ITEMS ON THE ISLAND ARE ALSO CONJURED.
KORTOPI CAN'T DUPLICATE OTHER NEN ABILITIES.
AND SHIZUKU'S VACUUM CAN'T SUCK UP THINGS THAT ARE MADE WITH NEN.
TRUE.
I CAN'T COPY THE ABILITY THAT TURNS CARDS INTO ITEMS.
THAT RESTRICTION ENABLES ME TO SPOT TRAPS MADE WITH NEN.
I BECAME SUSPICIOUS WHEN FEITAN AND PHINKS STARTED PLAYING THE GAME.
THEY DISAPPEARED, BODIES AND ALL.
IF THE GAME *REALLY* SUCKS PLAYERS INTO A VIRTUAL REALITY...
...I WOULD IMAGINE THE SOUL SEPARATES FROM THE BODY AND ENTERS THE CONSOLE.
THE BODY WOULD REMAIN BEHIND.
AND IT SEEMED ODD THAT MERELY PERFORMING HATSU...
...WAS THE TRIGGER TO YANK SOMEONE'S SOUL OUT OF HIS BODY.

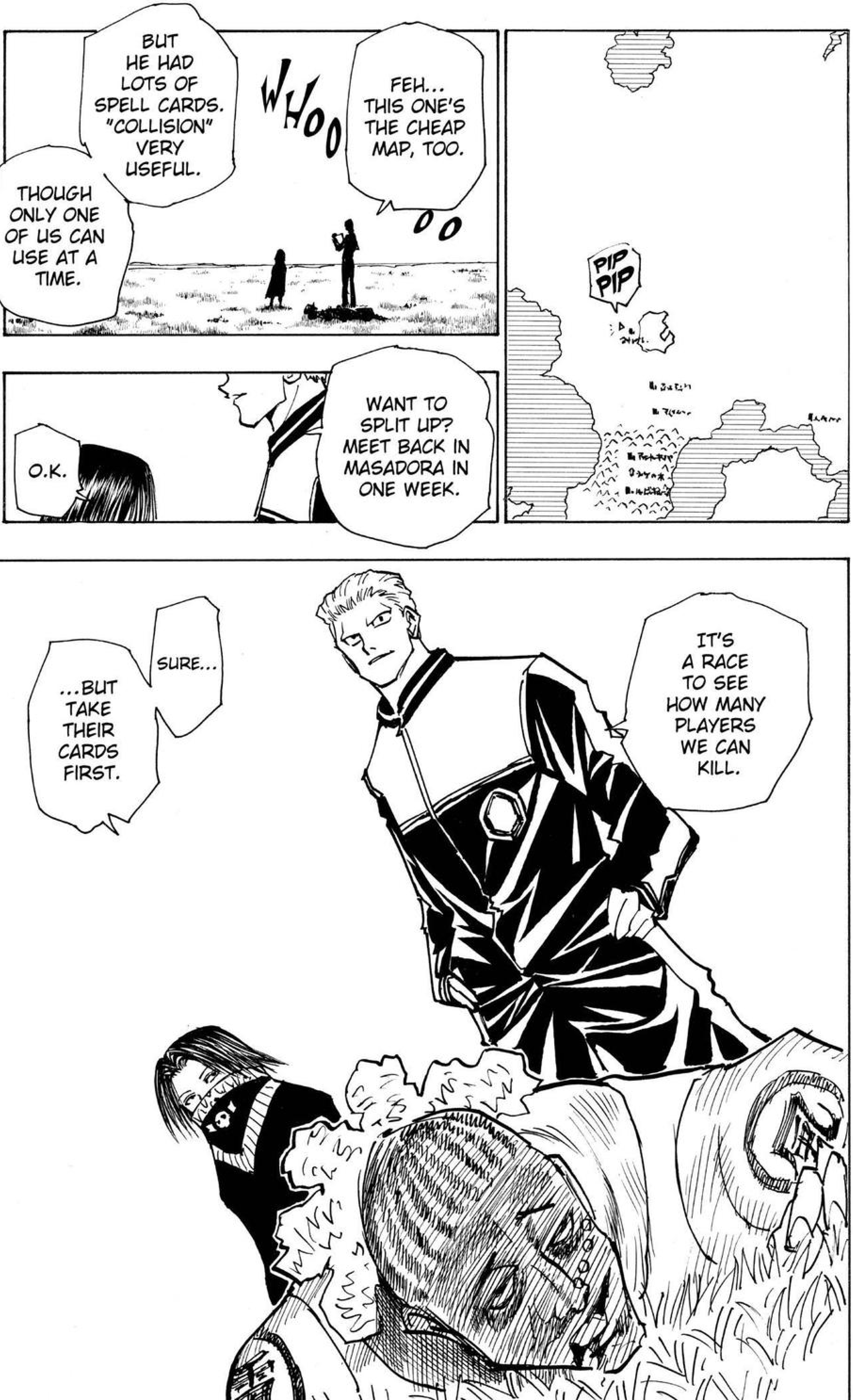

IT'S TOO SIMPLE FOR A POTENTIALLY **FATAL** TRAP.
I FIGURED THE BEST YOU COULD EXPECT...
...WITH THIS REQUIREMENT WOULD BE TO TELEPORT THE PLAYER SOMEWHERE ELSE.
THEREFORE...
...THE SOFTWARE HAS NOTHING TO DO WITH PLAYING THE GAME.
ITS ONLY FUNCTION IS TO TELEPORT PLAYERS WHO TRIGGER IT TO THIS ISLAND.
G I
WE'RE IN THE REAL WORLD!!
THIS IS SUCH A MASSIVE STAGE.
IF THIS MAP IS ACCURATE, THE ISLAND IS AS BIG AS THE KOTORITANA REPUBLIC.

*ABOUT THE SIZE OF HOKKAIDO. [~83,000 SQ. MI. -ED.]

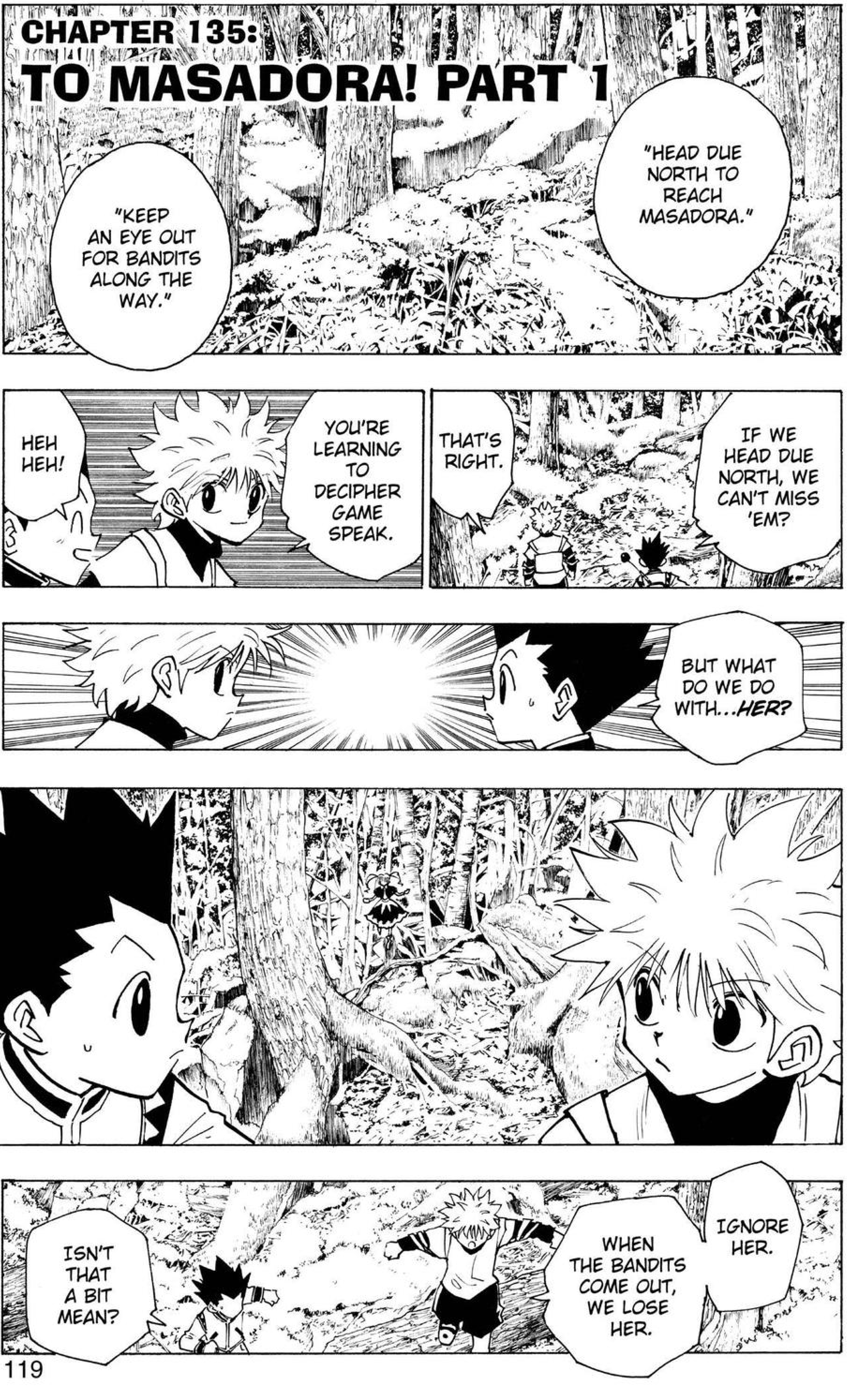

THERE HAS TO BE MORE THAN ONE GAME MASTER...!!

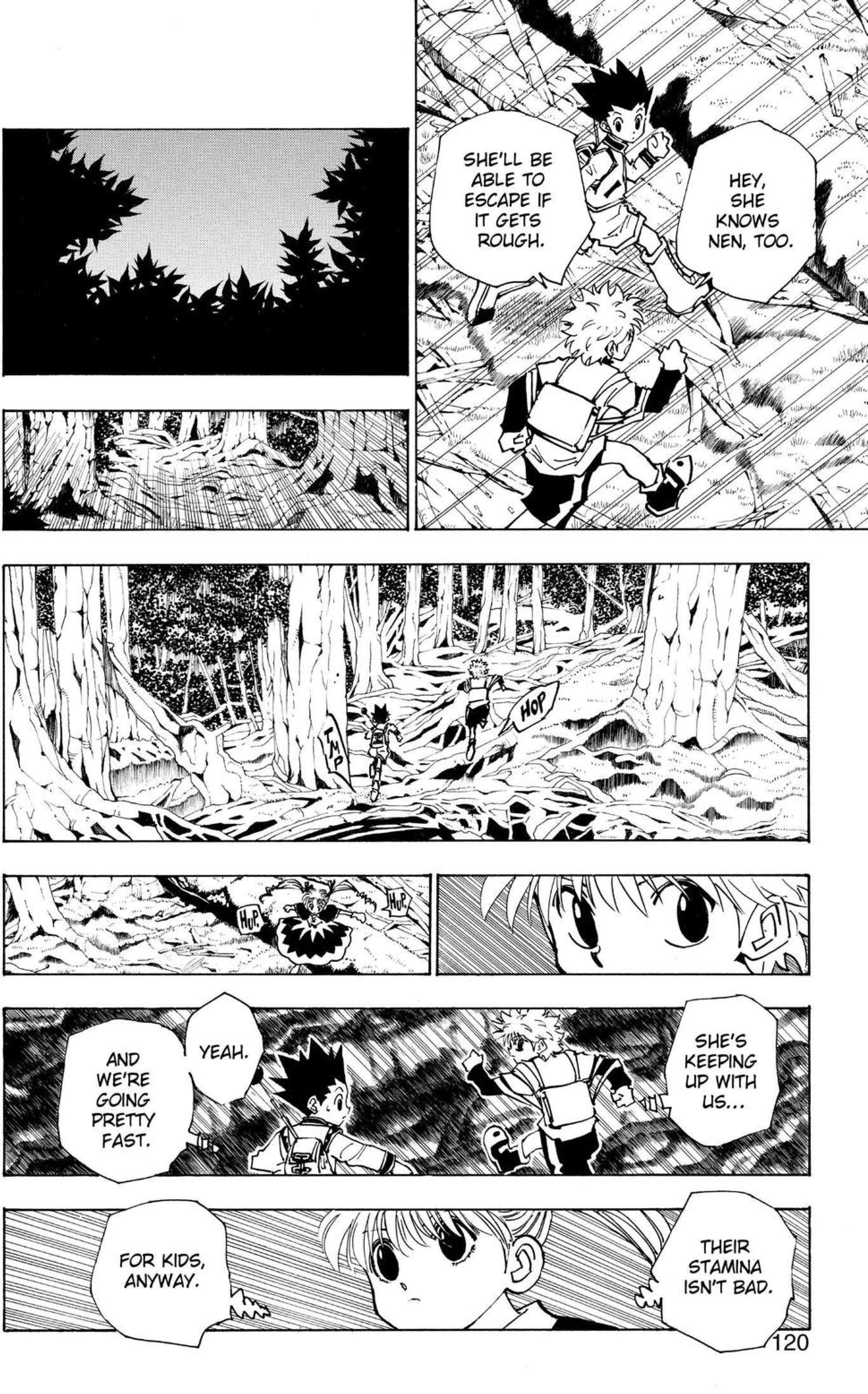

REMEMBER WHAT THAT PLAYER WE FORCED TO TELL US SAID WE GET FOR CLEARING THE GAME?
WHAT WAS IT?
HOW CAN YOU FORGET THESE THINGS?
OKAY...
AND?
SO... WHAT?
HERE'S THE CRUCIAL PART.
WE CAN TAKE BACK THREE ITEM CARDS FROM THE SPECIFIED SLOTS, AND USE THEM IN REAL LIFE.
THIS MEANS THE ITEMS WILL WORK OUTSIDE THE ISLAND.
YES.
IF THIS GAME IS TAKING PLACE SOMEWHERE IN THE WORLD...
...WE DON'T NEED TO WASTE OUR TIME CLEARING THE WHOLE GAME.


22
TORAEMON
A-15
A BEAST ON THE VERGE OF EXTINCTION, IT HAS A HABIT OF STUFFING THINGS IN ITS 4-D POCKET. YOU NEVER KNOW WHAT KIND OF TREASURES IT COULD HAVE PICKED UP.
WE MAY BE ABLE TO MAKE OFF WITH...
...NOT JUST THREE, BUT THE *WHOLE LOT.*
22 トラエモン A-15
I SEE.
IT'S WORTH TRYING.
THERE ARE 100 ITEMS.
WE ONLY KNOW A FEW SO FAR.
WE SHOULD FIND OUT WHAT KINDS OF USEFUL...
...AND VALUABLE ITEMS EXIST IN THIS GAME, A.S.A.P.
SO OUR FIRST PRIORITY IS TO GET THE SPELL CARD "EYE OF GOD" OR "ANALYSIS."
WHOOOO
AND THEN FIND PHINKS AND FEITAN.

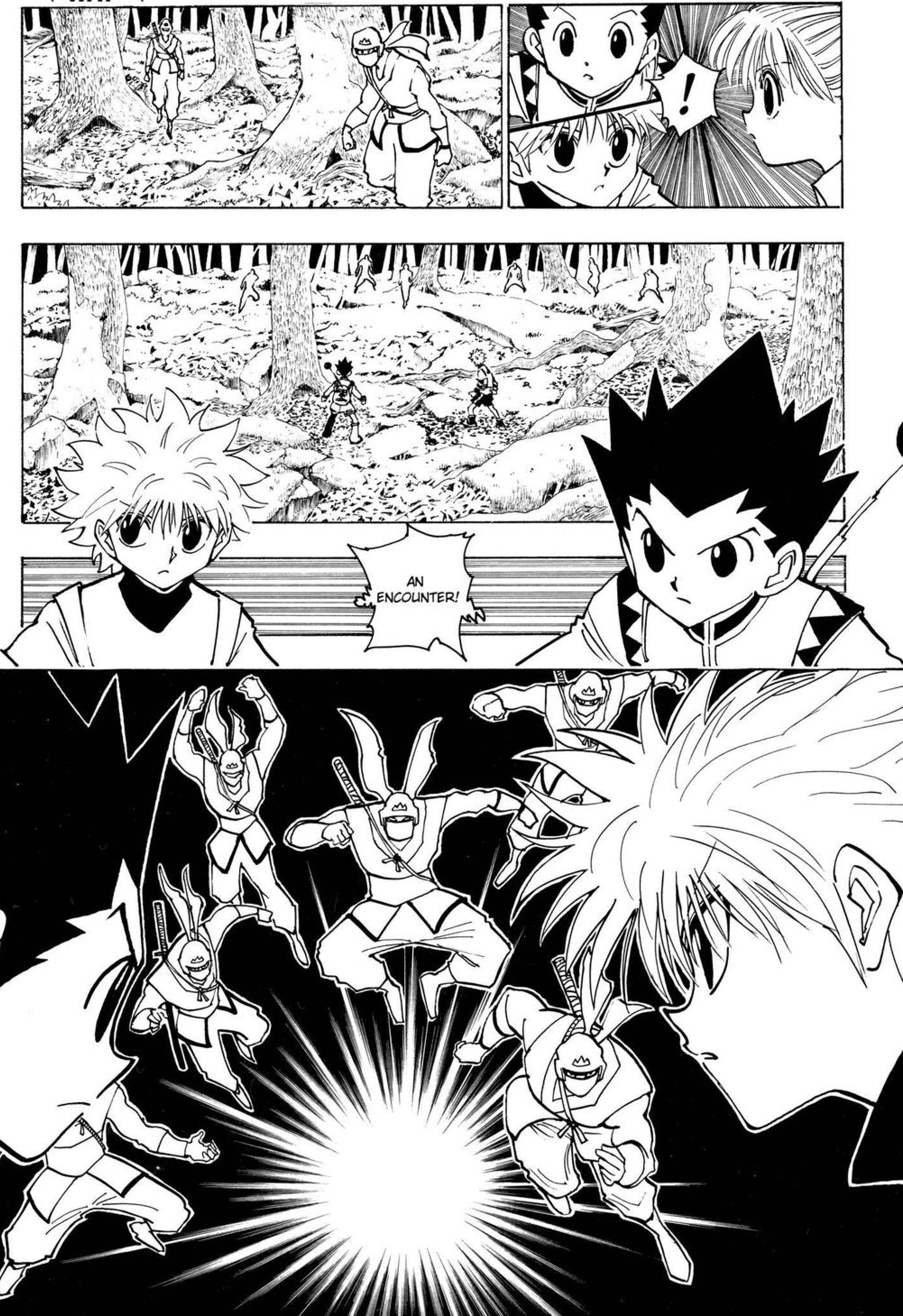

PIP PIP
FEH... THIS ONE'S THE CHEAP MAP, TOO.
WHOOOO
BUT HE HAD LOTS OF SPELL CARDS. "COLLISION" VERY USEFUL.
THOUGH ONLY ONE OF US CAN USE AT A TIME.
WANT TO SPLIT UP? MEET BACK IN MASADORA IN ONE WEEK.
O.K.
IT'S A RACE TO SEE HOW MANY PLAYERS WE CAN KILL.
SURE...
...BUT TAKE THEIR CARDS FIRST.

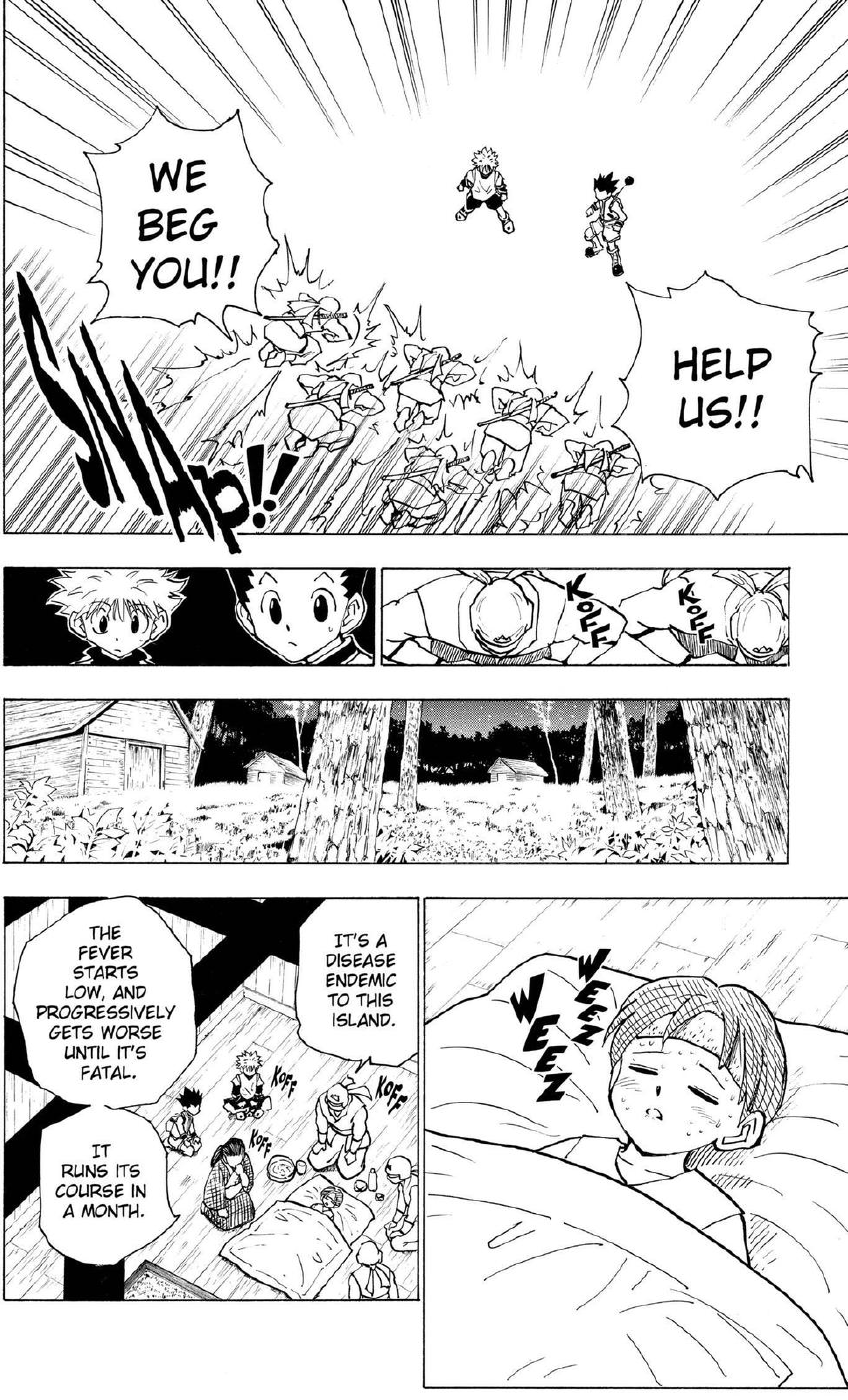
CHAPTER 135:
TO MASADORA! PART 1

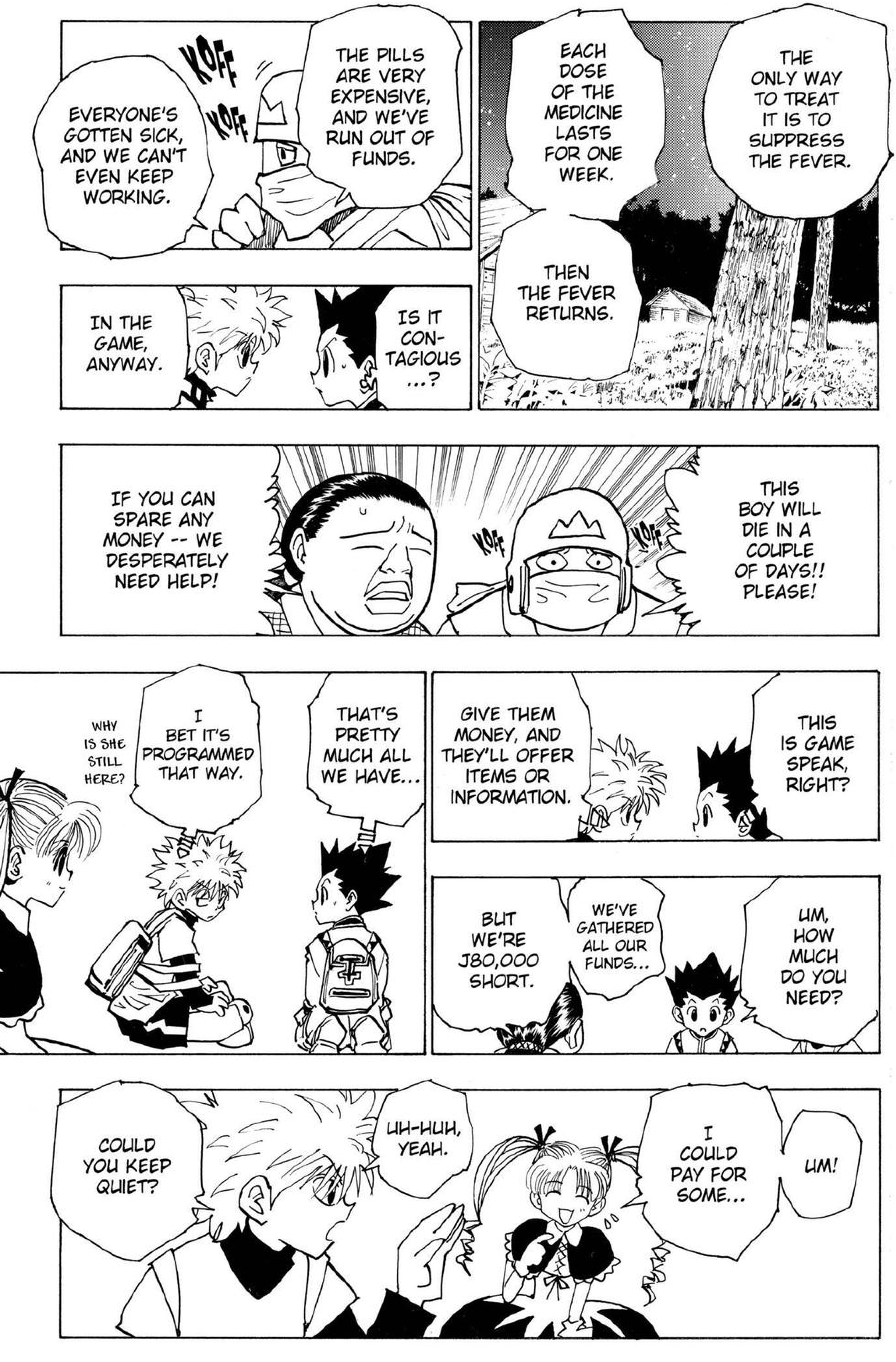

"HEAD DUE NORTH TO REACH MASADORA."
"KEEP AN EYE OUT FOR BANDITS ALONG THE WAY."
IF WE HEAD DUE NORTH, WE CAN'T MISS 'EM?
THAT'S RIGHT.
YOU'RE LEARNING TO DECIPHER GAME SPEAK.
HEH HEH!
BUT WHAT DO WE DO WITH...*HER?*
IGNORE HER.
WHEN THE BANDITS COME OUT, WE LOSE HER.
ISN'T THAT A BIT MEAN?

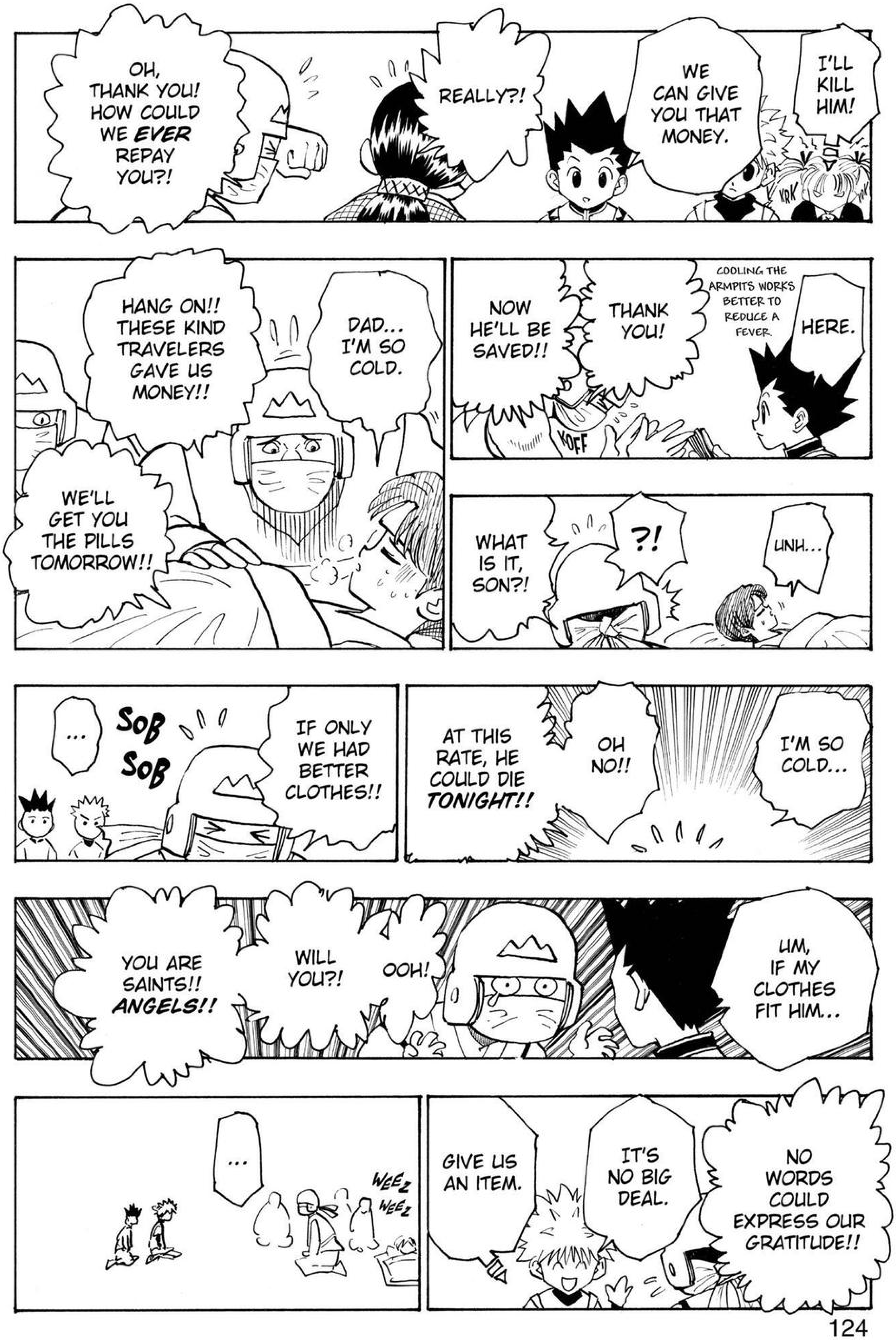

HEY, SHE KNOWS NEN, TOO.
SHE'LL BE ABLE TO ESCAPE IF IT GETS ROUGH.
HOP
TMP
HUP.
HUP.
SHE'S KEEPING UP WITH US...
YEAH.
AND WE'RE GOING PRETTY FAST.
THEIR STAMINA ISN'T BAD.
FOR KIDS, ANYWAY.

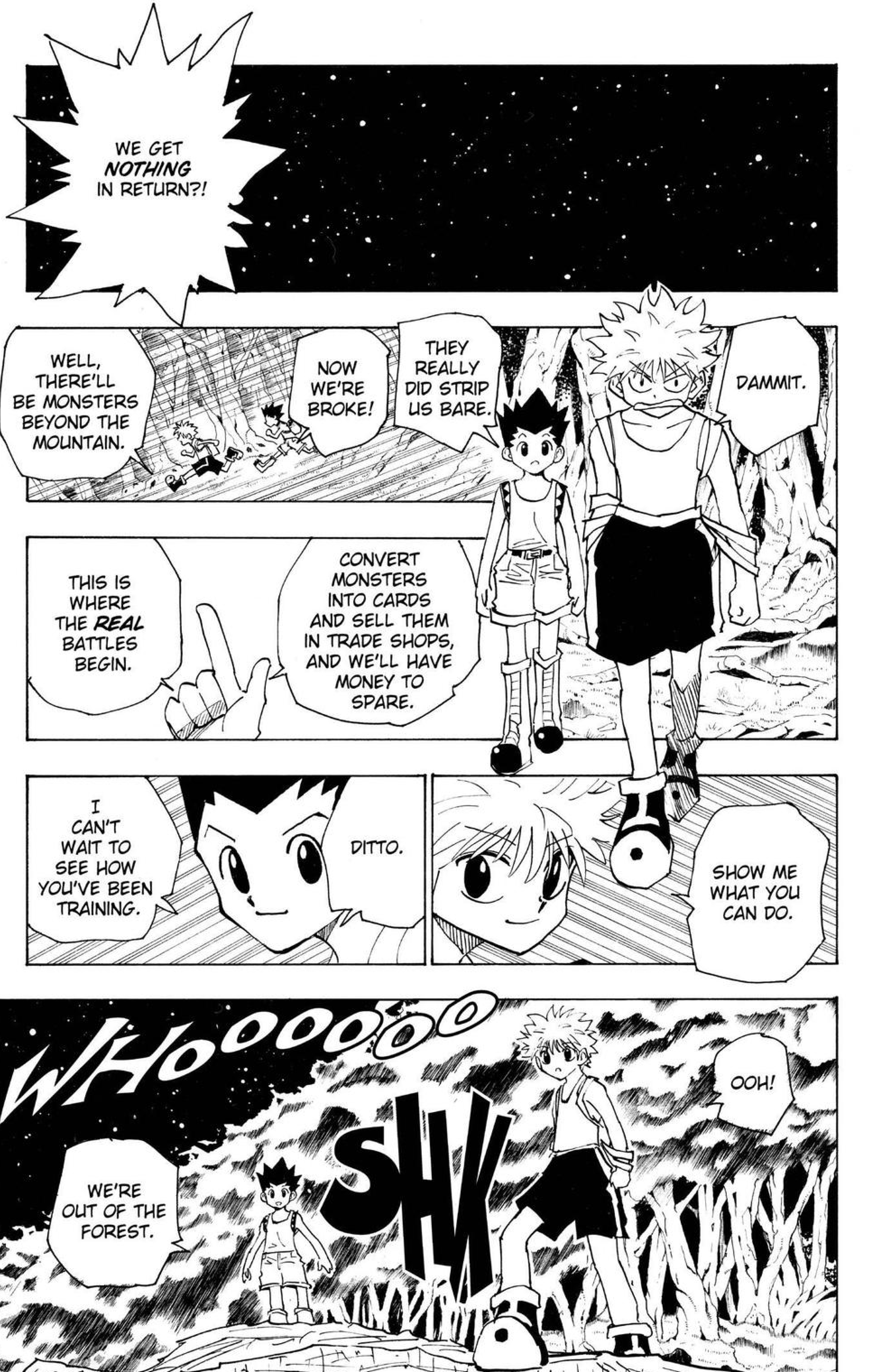
READ THIS WAY

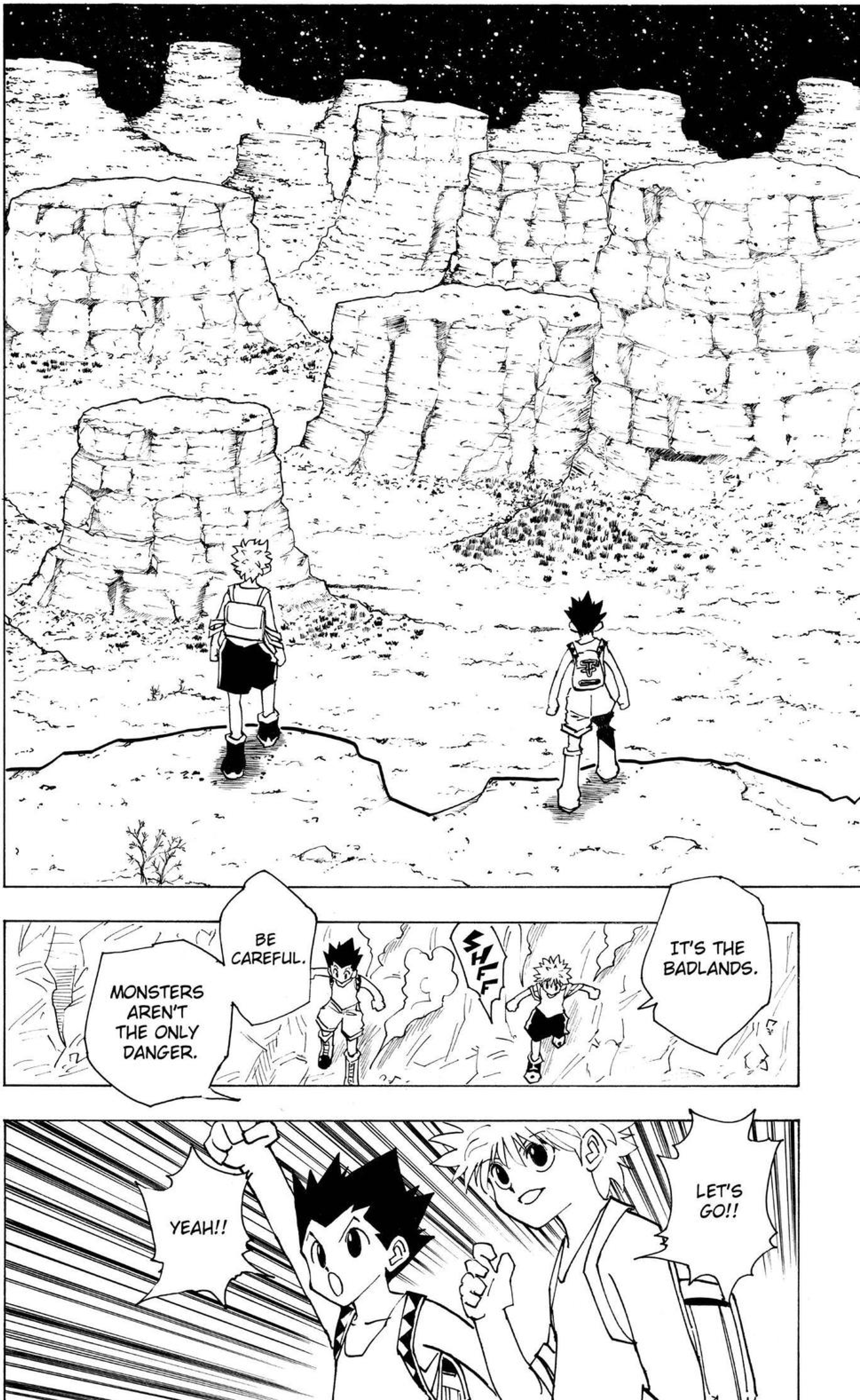

!
AN ENCOUNTER!

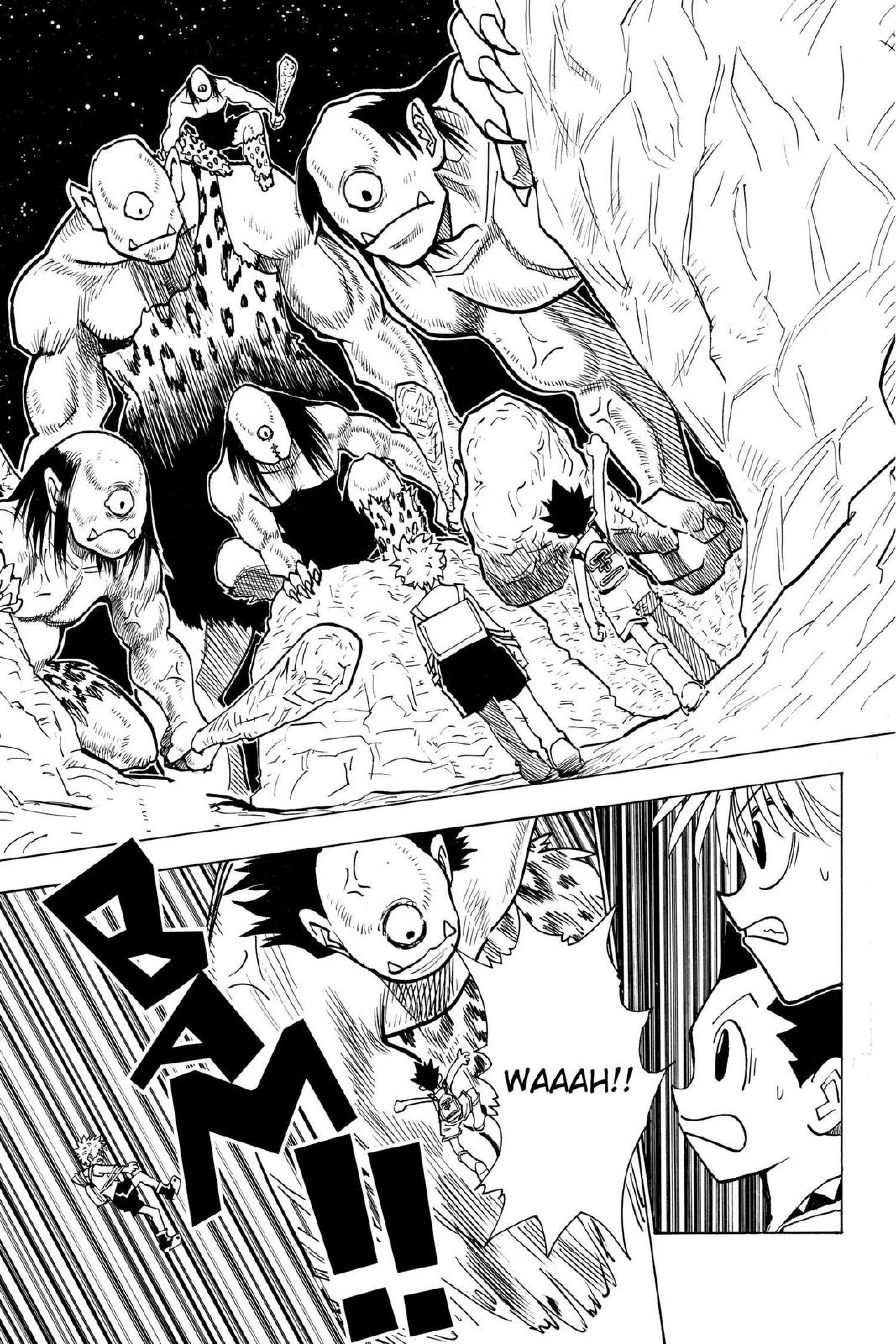

HELP US!!
WE BEG YOU!!
SNAP!!
KOFF
KOFF
WEEZ
WEEZ
IT'S A DISEASE ENDEMIC TO THIS ISLAND.
THE FEVER STARTS LOW, AND PROGRESSIVELY GETS WORSE UNTIL IT'S FATAL.
KOFF
KOFF
KOFF
IT RUNS ITS COURSE IN A MONTH.

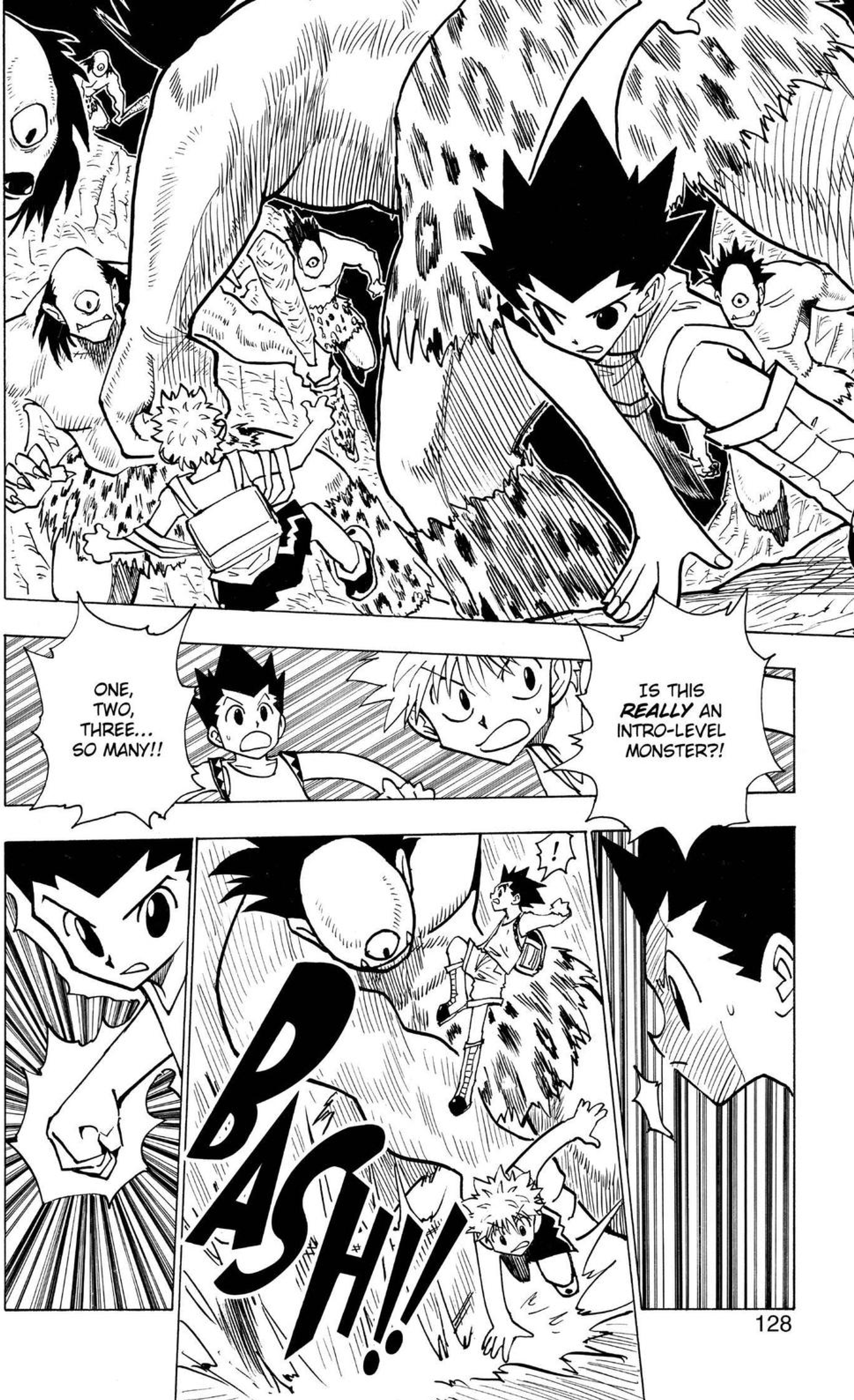

THE ONLY WAY TO TREAT IT IS TO SUPPRESS THE FEVER.
EACH DOSE OF THE MEDICINE LASTS FOR ONE WEEK.
THEN THE FEVER RETURNS.
THE PILLS ARE VERY EXPENSIVE, AND WE'VE RUN OUT OF FUNDS.
KOFF
KOFF
EVERYONE'S GOTTEN SICK, AND WE CAN'T EVEN KEEP WORKING.
IS IT CONTAGIOUS...?
IN THE GAME, ANYWAY.
THIS BOY WILL DIE IN A COUPLE OF DAYS!! PLEASE!
KOFF
KOFF
IF YOU CAN SPARE ANY MONEY -- WE DESPERATELY NEED HELP!
THIS IS GAME SPEAK, RIGHT?
GIVE THEM MONEY, AND THEY'LL OFFER ITEMS OR INFORMATION.
UM, HOW MUCH DO YOU NEED?
WE'VE GATHERED ALL OUR FUNDS...
BUT WE'RE J80,000 SHORT.
THAT'S PRETTY MUCH ALL WE HAVE...
I BET IT'S PROGRAMMED THAT WAY.
WHY IS SHE STILL HERE?
UM!
I COULD PAY FOR SOME...
UH-HUH, YEAH.
COULD YOU KEEP QUIET?

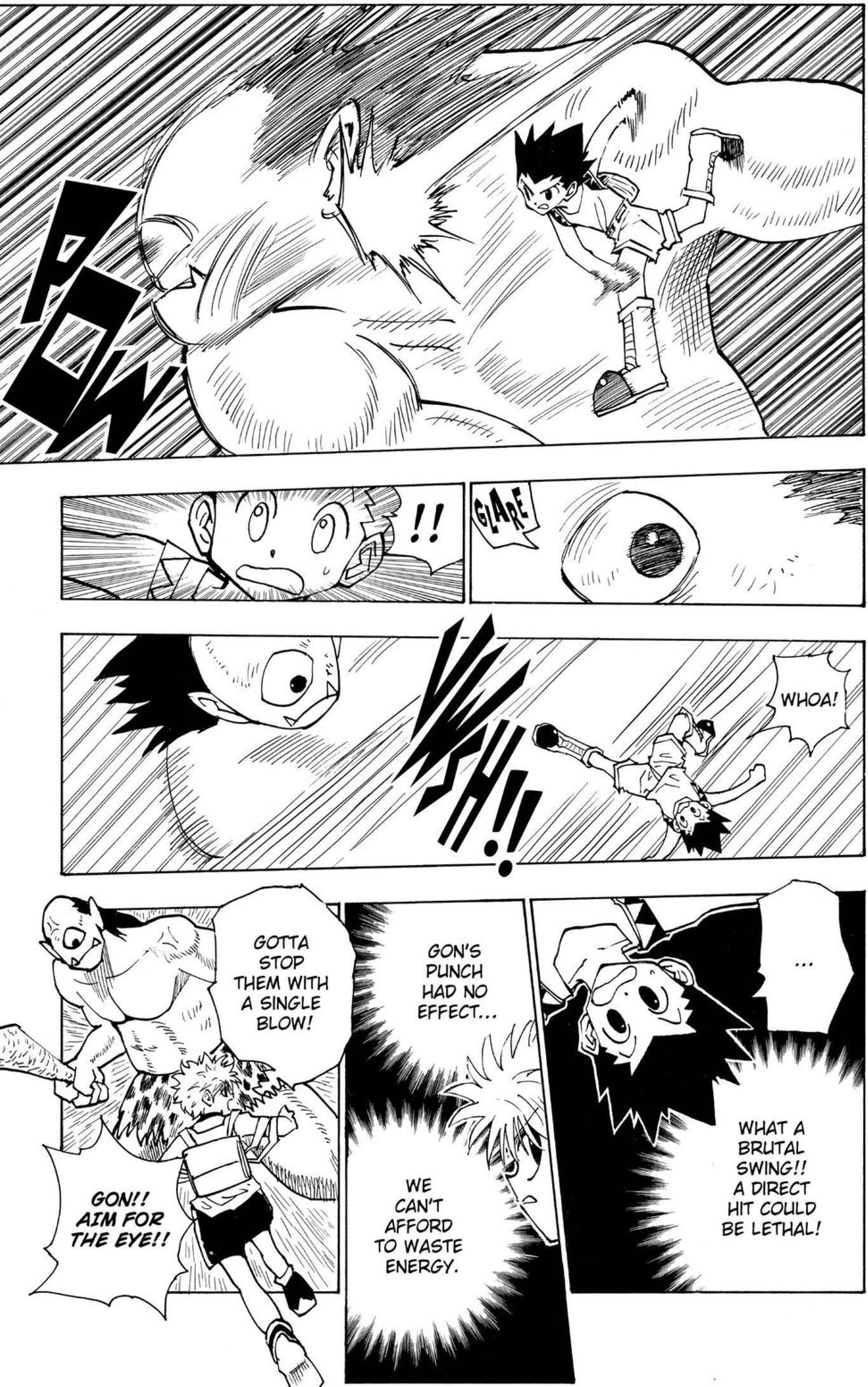

I'LL KILL HIM!
KRK
WE CAN GIVE YOU THAT MONEY.
REALLY?!
OH, THANK YOU! HOW COULD WE ***EVER*** REPAY YOU?!
HERE.
COOLING THE ARMPITS WORKS BETTER TO REDUCE A FEVER.
THANK YOU!
NOW HE'LL BE SAVED!!
KOFF
UNH...
?!
WHAT IS IT, SON?!
DAD... I'M SO COLD.
HANG ON!! THESE KIND TRAVELERS GAVE US MONEY!!
WE'LL GET YOU THE PILLS TOMORROW!!
I'M SO COLD...
OH NO!!
AT THIS RATE, HE COULD DIE ***TONIGHT!!***
IF ONLY WE HAD BETTER CLOTHES!!
SOB SOB
...
UM, IF MY CLOTHES FIT HIM...
OOH!
WILL YOU?!
YOU ARE SAINTS!! ***ANGELS!!***
NO WORDS COULD EXPRESS OUR GRATITUDE!!
IT'S NO BIG DEAL.
GIVE US AN ITEM.
WEEZ WEEZ
...

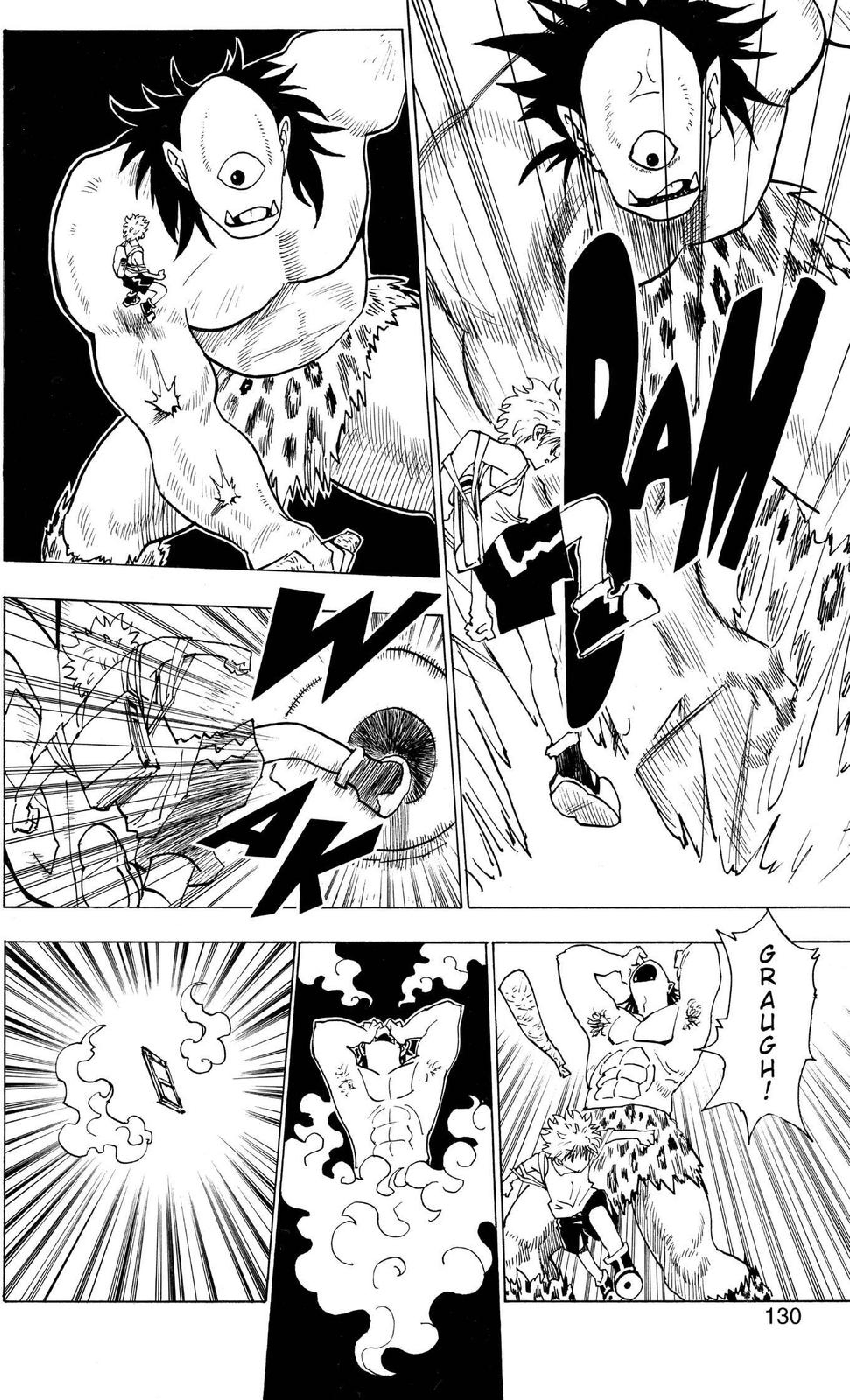

WE GET *NOTHING* IN RETURN?!
DAMMIT.
THEY REALLY DID STRIP US BARE.
NOW WE'RE BROKE!
WELL, THERE'LL BE MONSTERS BEYOND THE MOUNTAIN.
CONVERT MONSTERS INTO CARDS AND SELL THEM IN TRADE SHOPS, AND WE'LL HAVE MONEY TO SPARE.
THIS IS WHERE THE *REAL* BATTLES BEGIN.
SHOW ME WHAT YOU CAN DO.
DITTO.
I CAN'T WAIT TO SEE HOW YOU'VE BEEN TRAINING.
WHOOOOOO
SHK
OOH!
WE'RE OUT OF THE FOREST.

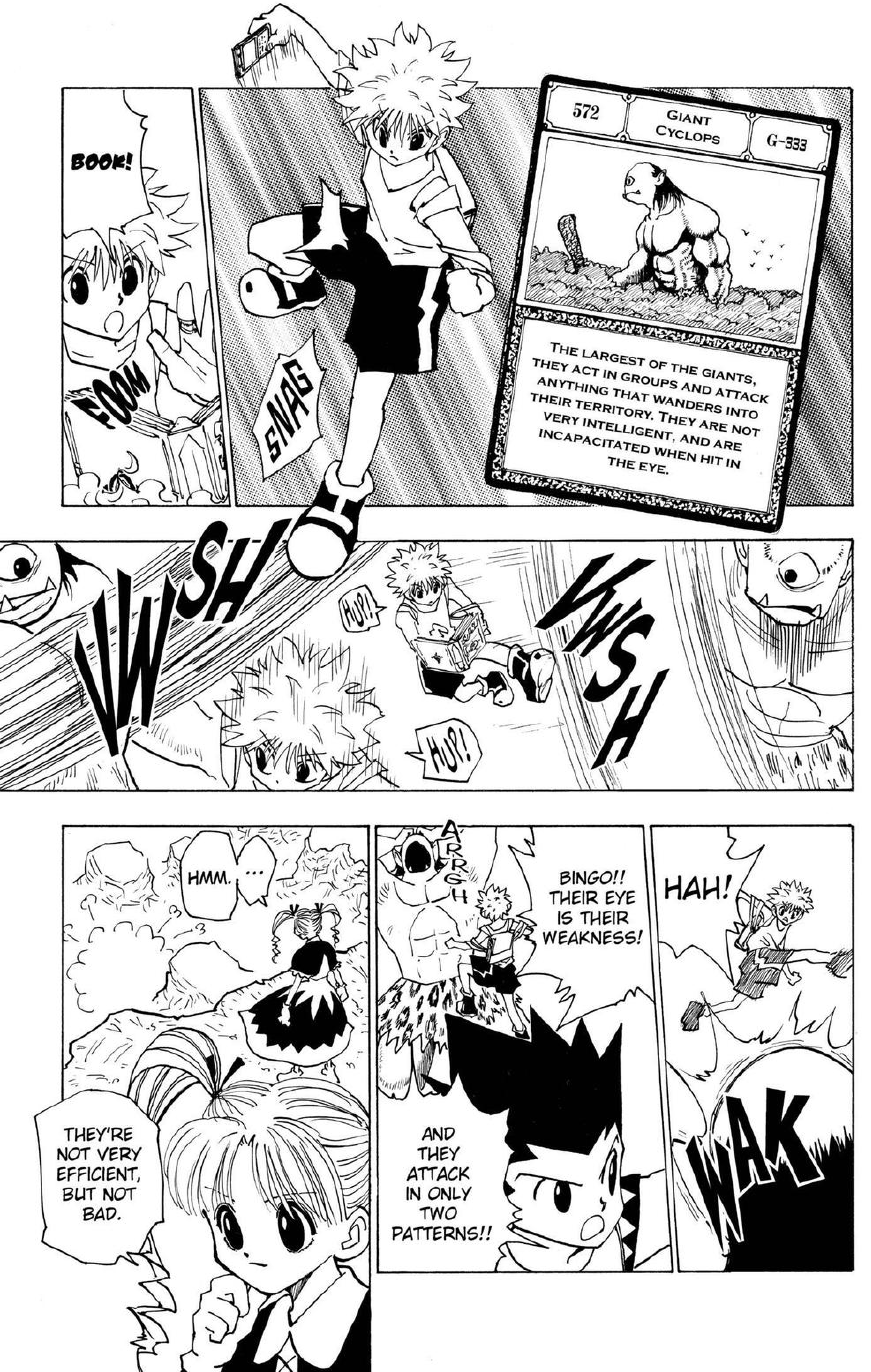

IT'S THE BADLANDS.
SHFF
BE CAREFUL.
MONSTERS AREN'T THE ONLY DANGER.
LET'S GO!!
YEAH!!

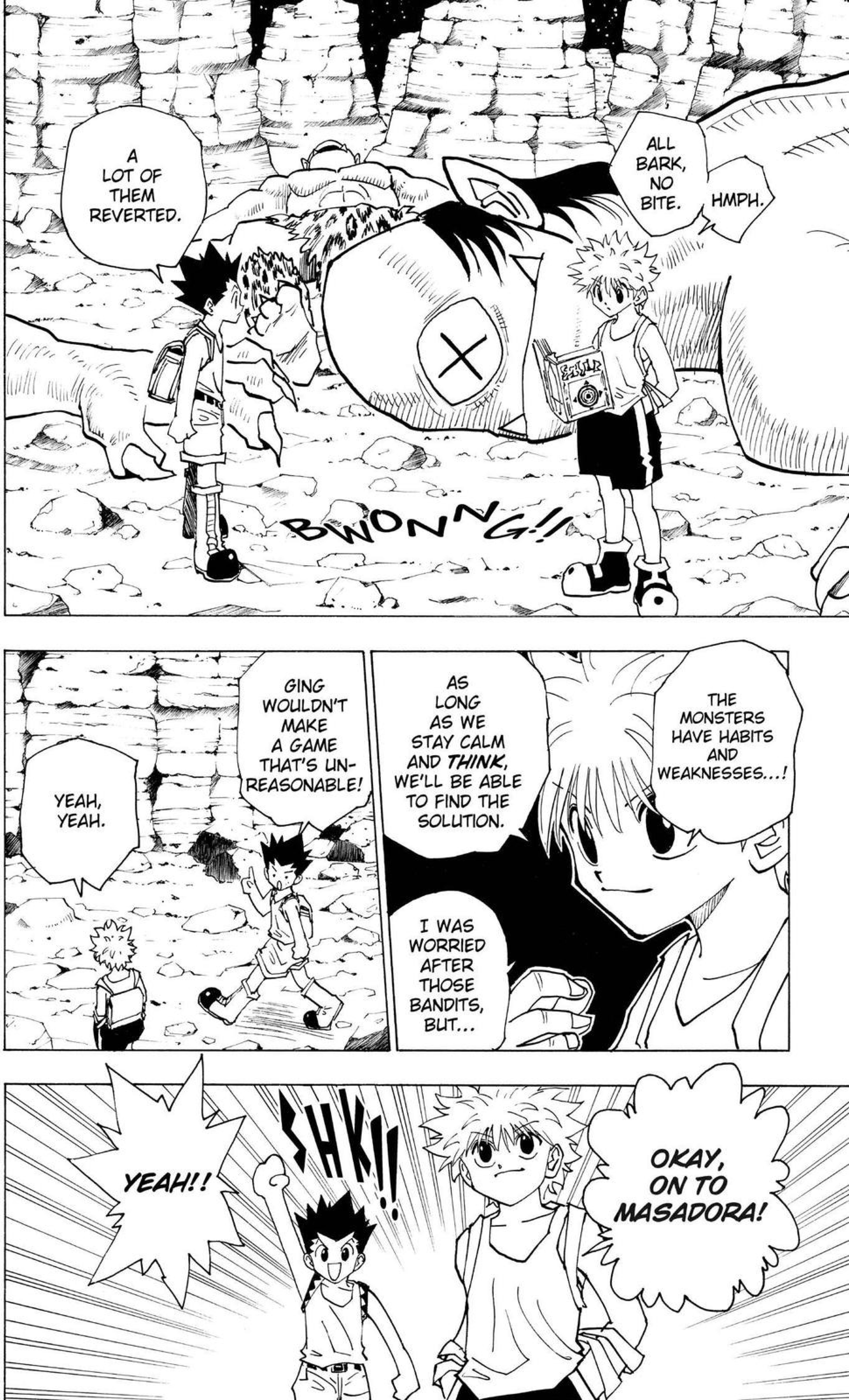

WAAAH!!
BAM!!

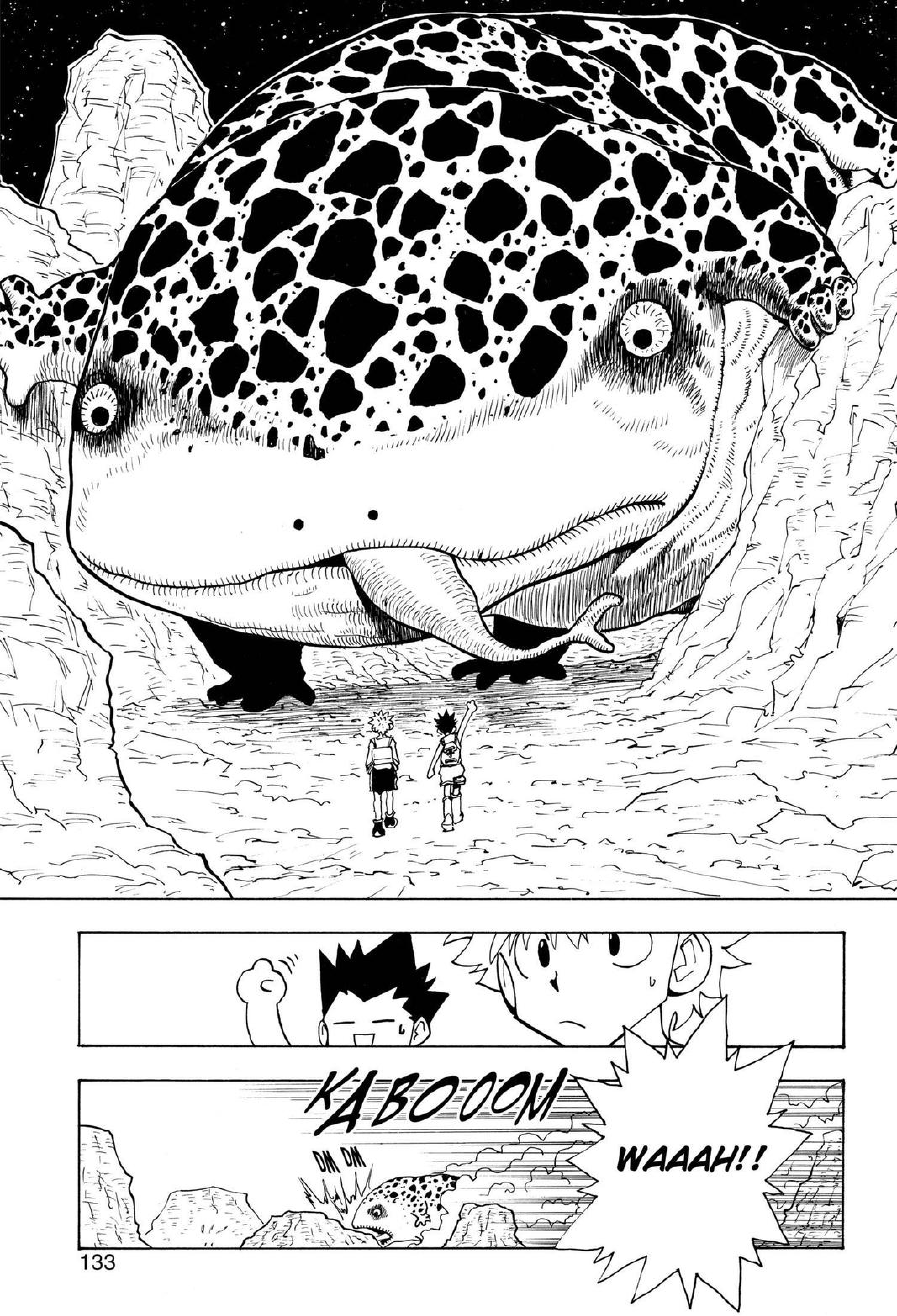

IS THIS *REALLY* AN INTRO-LEVEL MONSTER?!
ONE, TWO, THREE... SO MANY!!
!
BASH!!


POW
GLARE
!!
WHOA!
WSH!!
...
WHAT A BRUTAL SWING!! A DIRECT HIT COULD BE LETHAL!
GON'S PUNCH HAD NO EFFECT...
WE CAN'T AFFORD TO WASTE ENERGY.
GOTTA STOP THEM WITH A SINGLE BLOW!
GON!! AIM FOR THE EYE!!


BAM
WAK
GRAUGH!

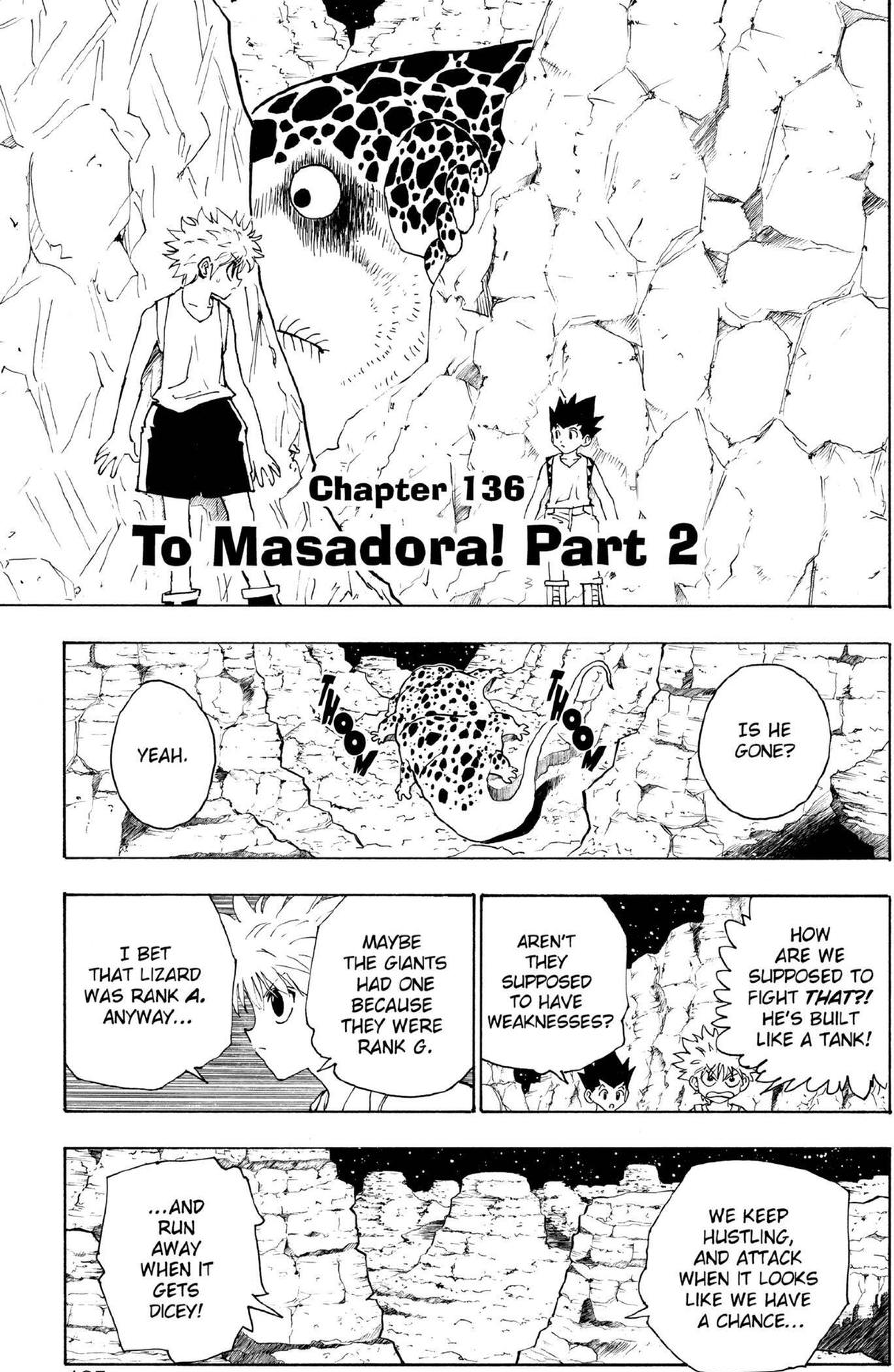

572
GIANT CYCLOPS
G-333
THE LARGEST OF THE GIANTS, THEY ACT IN GROUPS AND ATTACK ANYTHING THAT WANDERS INTO THEIR TERRITORY. THEY ARE NOT VERY INTELLIGENT, AND ARE INCAPACITATED WHEN HIT IN THE EYE.
SNAG
BOOK!
FOOM
VWSH
HUP?!
HUP?!
VWSH
HAH!
WAK
BINGO!! THEIR EYE IS THEIR WEAKNESS!
ARRGH
AND THEY ATTACK IN ONLY TWO PATTERNS!!
HMM. ...
THEY'RE NOT VERY EFFICIENT, BUT NOT BAD.

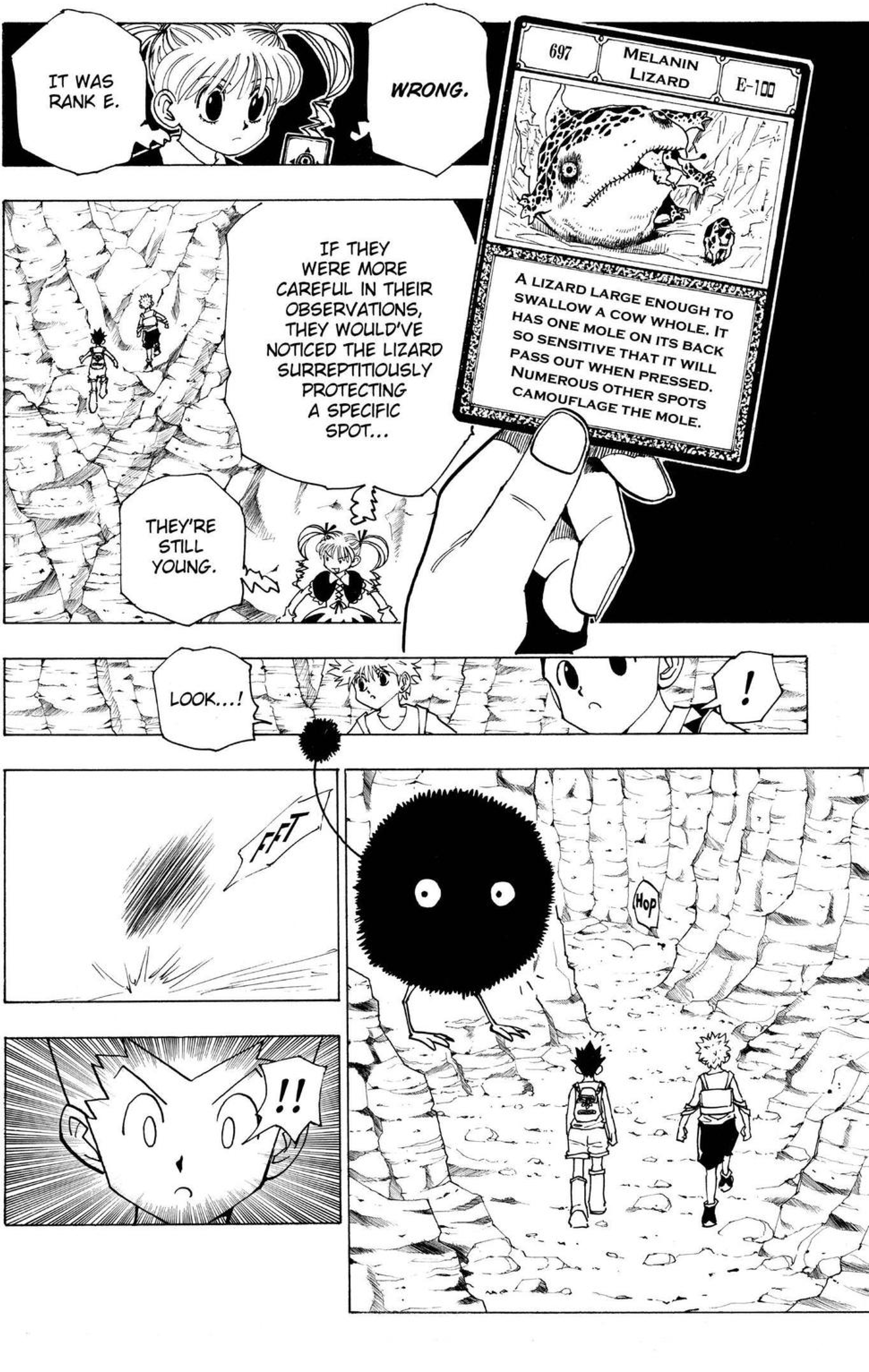

ALL BARK, NO BITE.
HMPH.
A LOT OF THEM REVERTED.
BWONNG!!
THE MONSTERS HAVE HABITS AND WEAKNESSES...!
AS LONG AS WE STAY CALM AND *THINK*, WE'LL BE ABLE TO FIND THE SOLUTION.
I WAS WORRIED AFTER THOSE BANDITS, BUT...
GING WOULDN'T MAKE A GAME THAT'S UNREASONABLE!
YEAH, YEAH.
OKAY, ON TO MASADORA!
SHK!!
YEAH!!

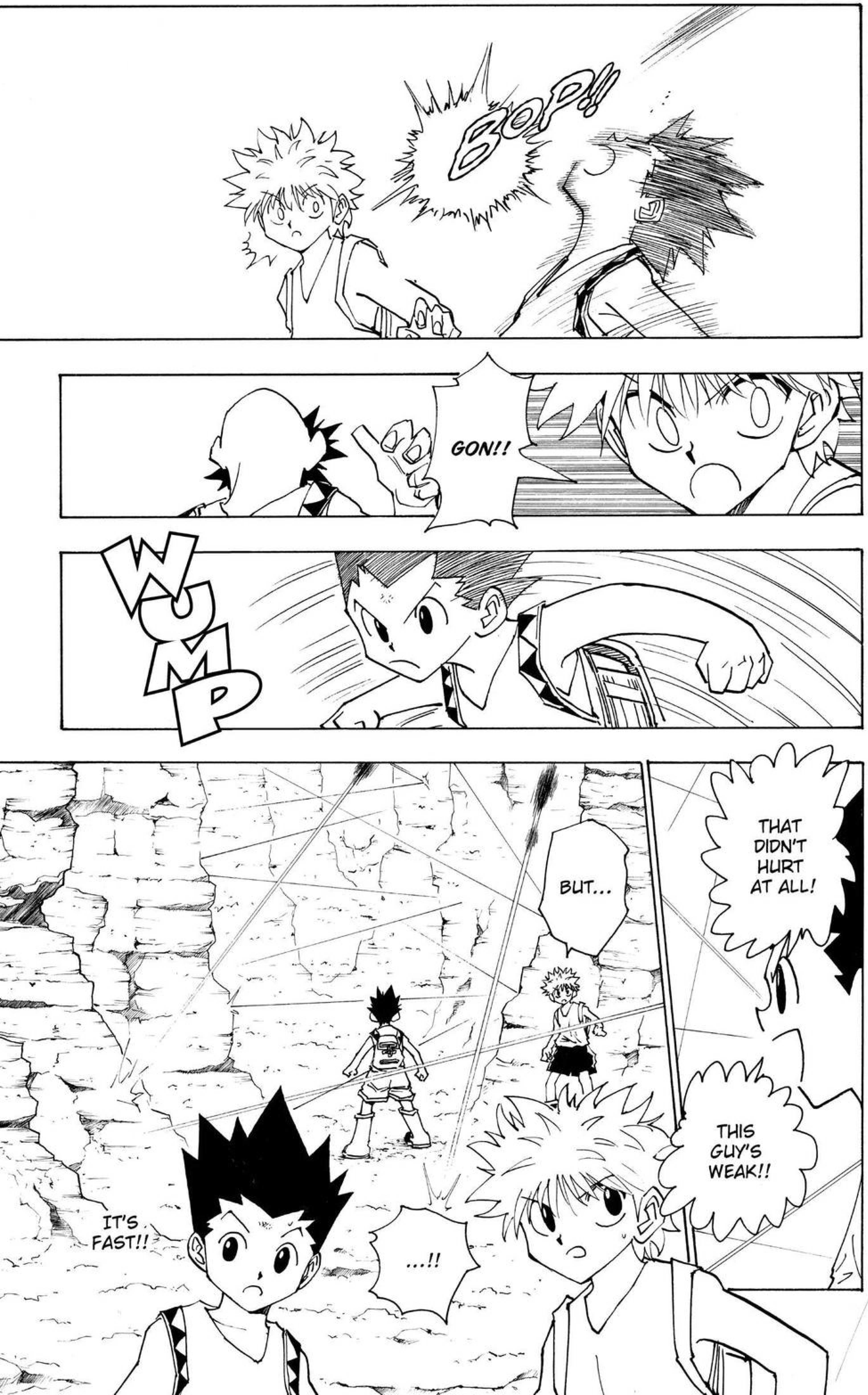

KABOOOM
WAAAH!!
DM DM

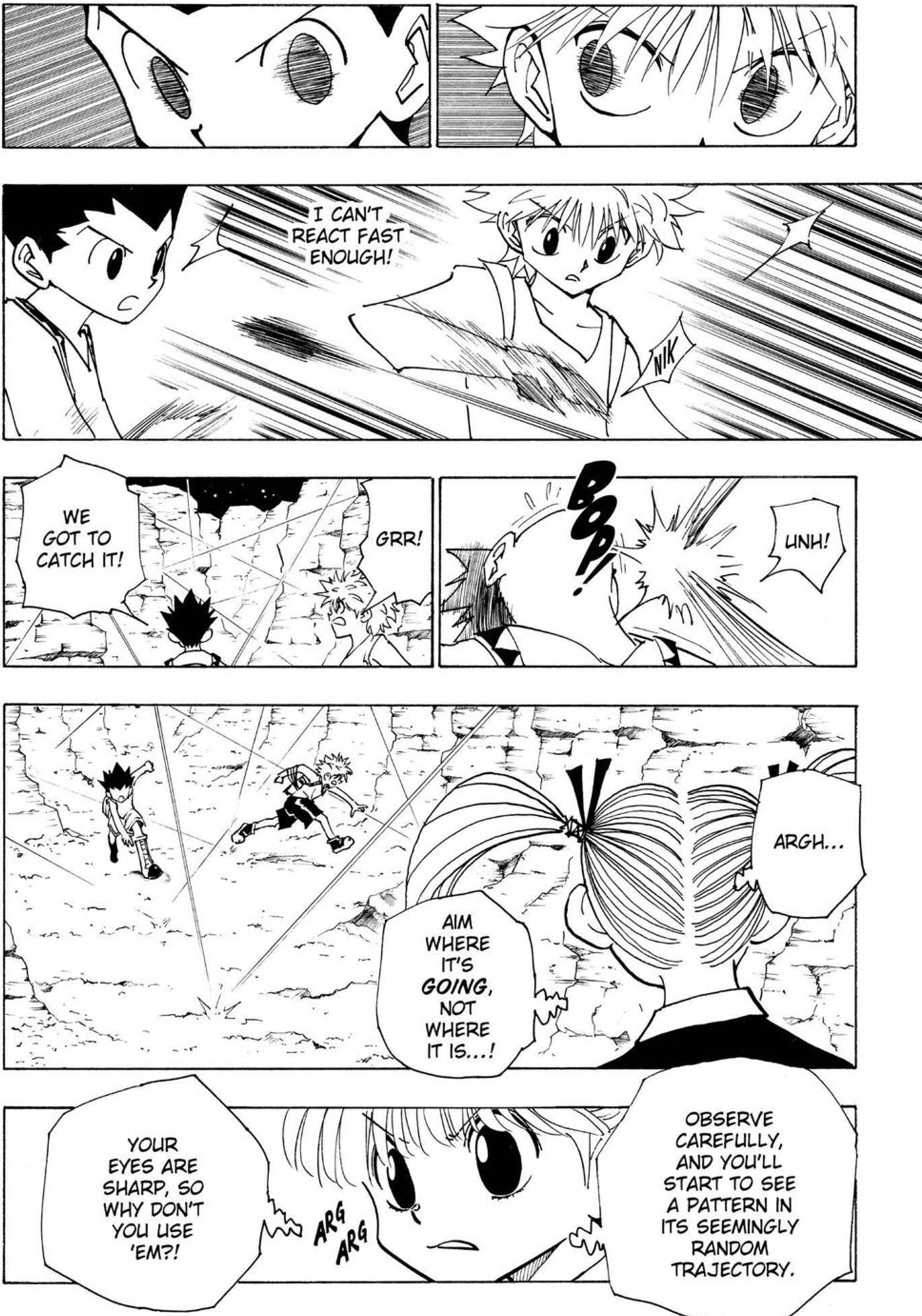
Chapter 136

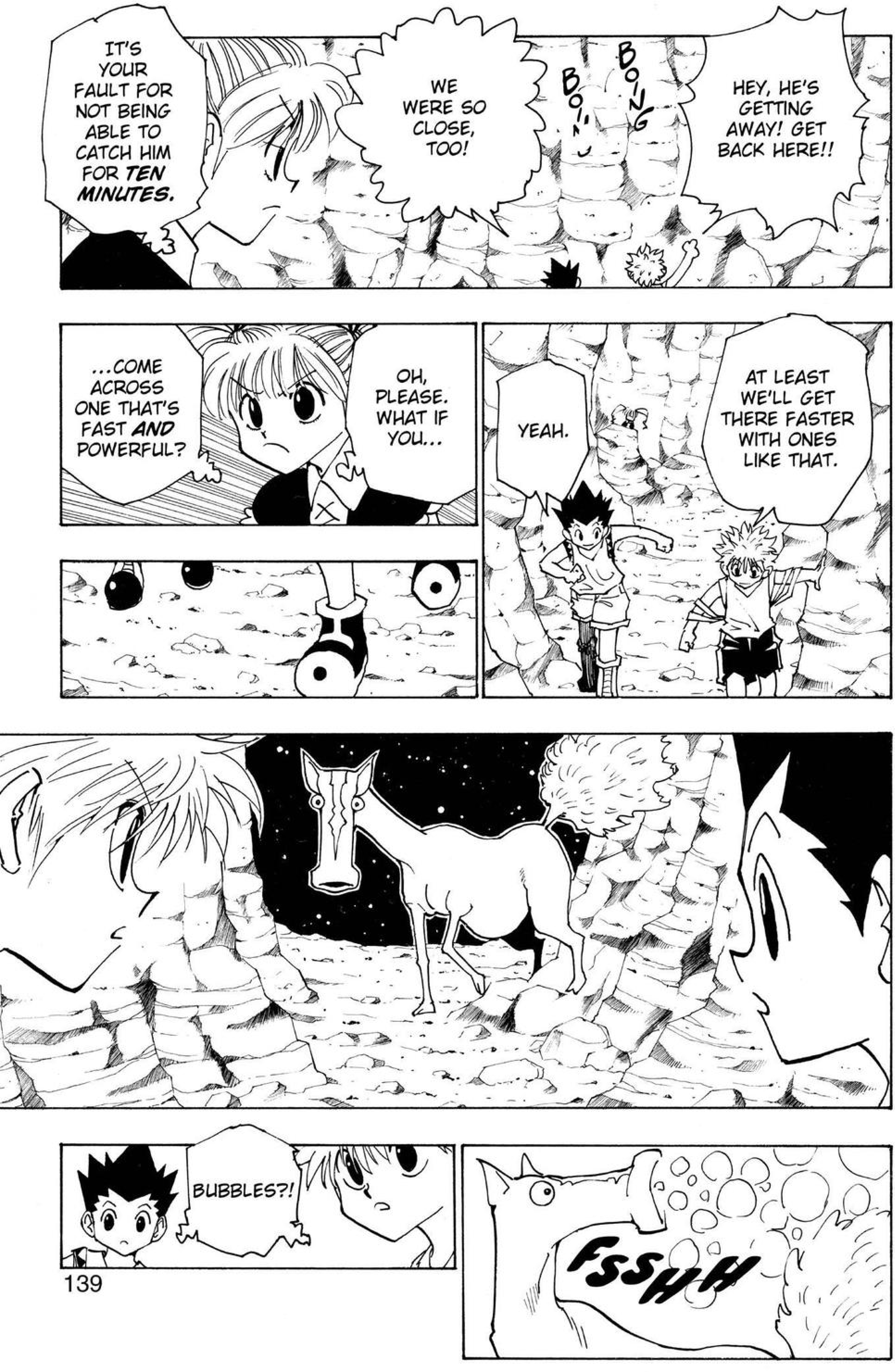
To Masadora! Part 2

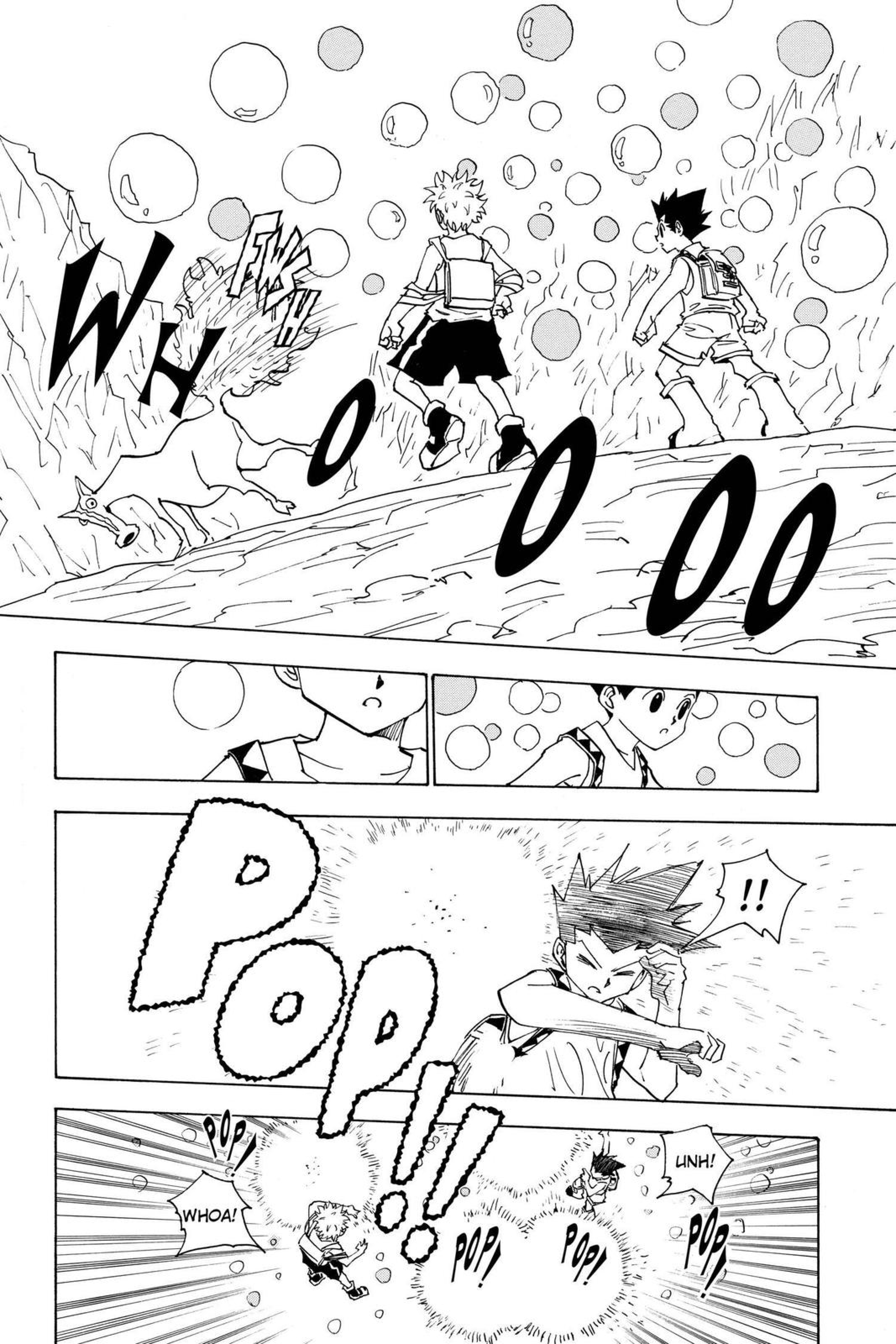

IS HE GONE?
THOOM
THOOM
YEAH.
HOW ARE WE SUPPOSED TO FIGHT *THAT?!* HE'S BUILT LIKE A TANK!
AREN'T THEY SUPPOSED TO HAVE WEAKNESSES?
MAYBE THE GIANTS HAD ONE BECAUSE THEY WERE RANK G.
I BET THAT LIZARD WAS RANK *A.* ANYWAY...
WE KEEP HUSTLING, AND ATTACK WHEN IT LOOKS LIKE WE HAVE A CHANCE...
...AND RUN AWAY WHEN IT GETS DICEY!

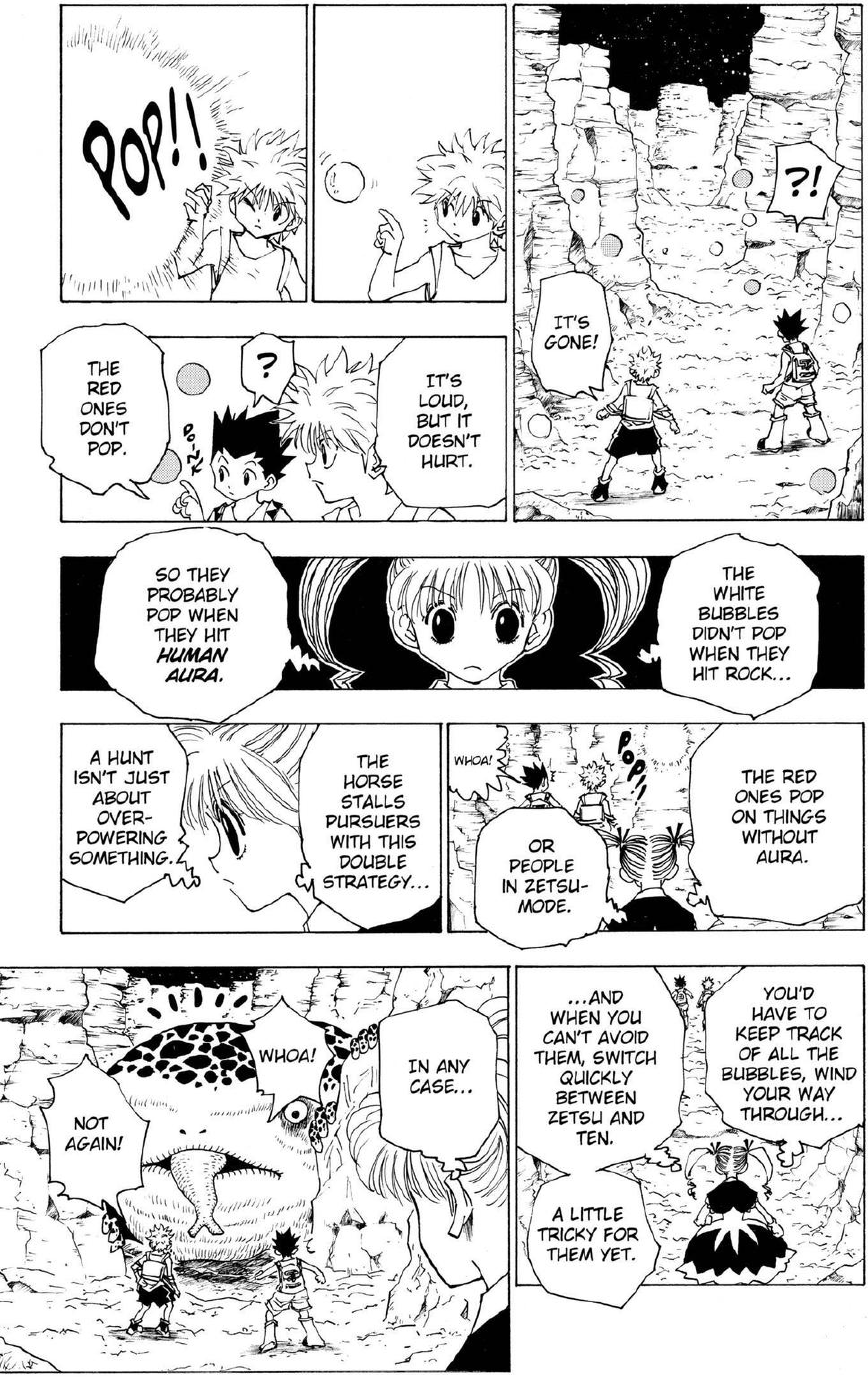

IT WAS RANK E.
WRONG.
697
Melanin Lizard
E-100
A lizard large enough to swallow a cow whole. It has one mole on its back so sensitive that it will pass out when pressed. Numerous other spots camouflage the mole.
IF THEY WERE MORE CAREFUL IN THEIR OBSERVATIONS, THEY WOULD'VE NOTICED THE LIZARD SURREPTITIOUSLY PROTECTING A SPECIFIC SPOT...
THEY'RE STILL YOUNG.
LOOK...!
!
FFT
HOP
!!

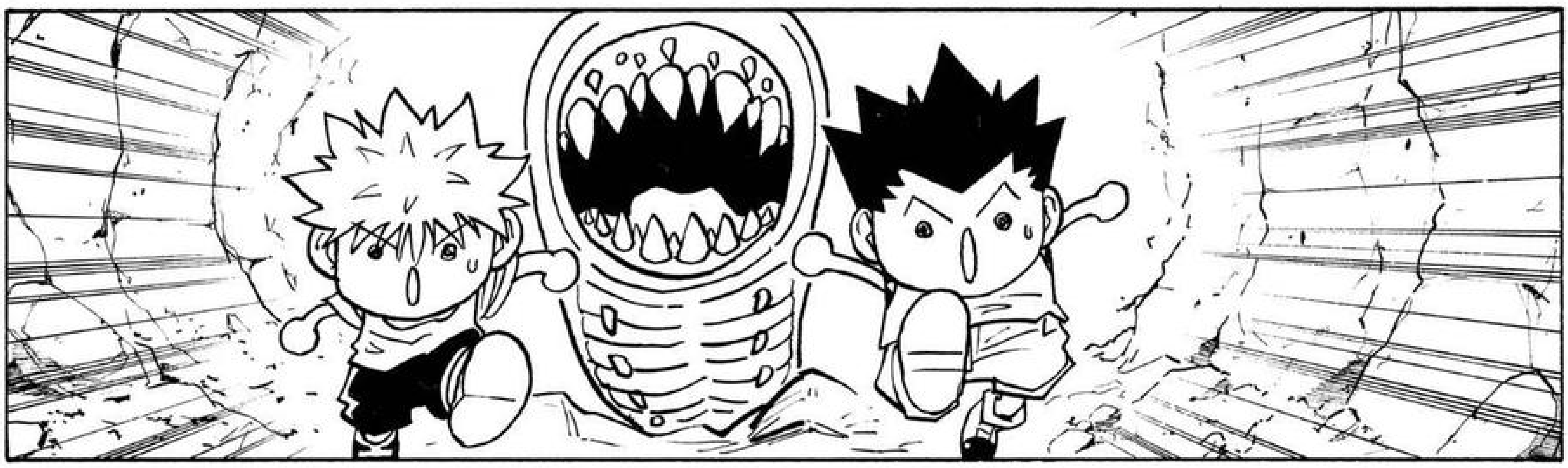

BOP!!
GON!!
WUMP
THAT DIDN'T HURT AT ALL!
THIS GUY'S WEAK!!
BUT...
...!!
IT'S FAST!!

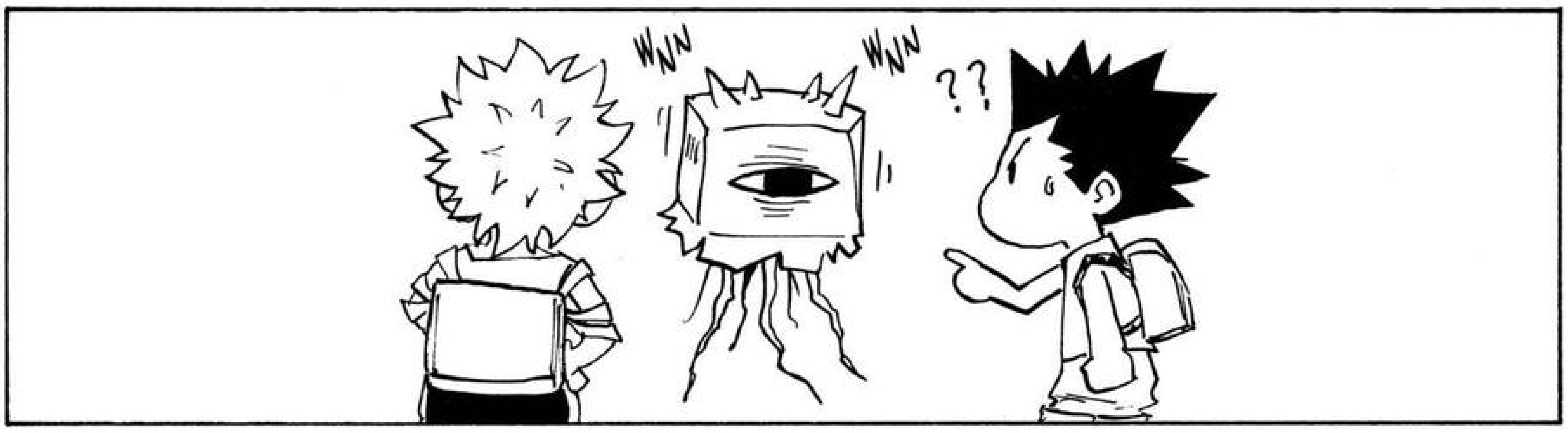

I CAN'T REACT FAST ENOUGH!
NIK
BOP!
UNH!
GRR!
WE GOT TO CATCH IT!
ARGH...
AIM WHERE IT'S *GOING*, NOT WHERE IT IS...!
OBSERVE CAREFULLY, AND YOU'LL START TO SEE A PATTERN IN ITS SEEMINGLY RANDOM TRAJECTORY.
ARG ARG
YOUR EYES ARE SHARP, SO WHY DON'T YOU USE 'EM?!

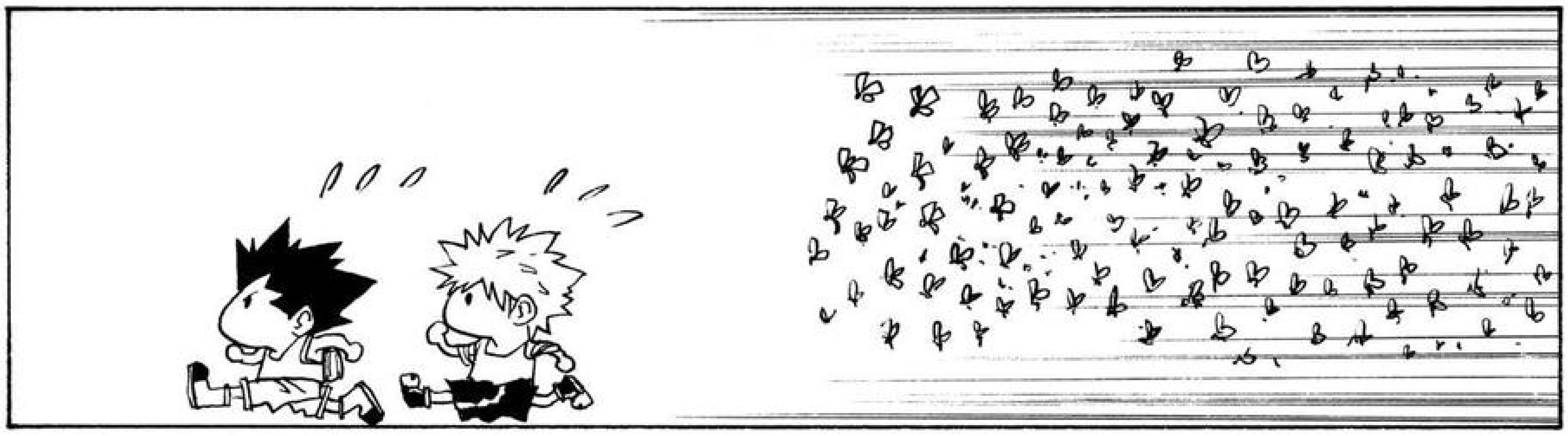

HEY, HE'S GETTING AWAY! GET BACK HERE!!
BOING
BOING
WE WERE SO CLOSE, TOO!
IT'S YOUR FAULT FOR NOT BEING ABLE TO CATCH HIM FOR **TEN MINUTES.**
AT LEAST WE'LL GET THERE FASTER WITH ONES LIKE THAT.
YEAH.
OH, PLEASE. WHAT IF YOU...
...COME ACROSS ONE THAT'S FAST ***AND*** POWERFUL?
FSSHH
BUBBLES?!

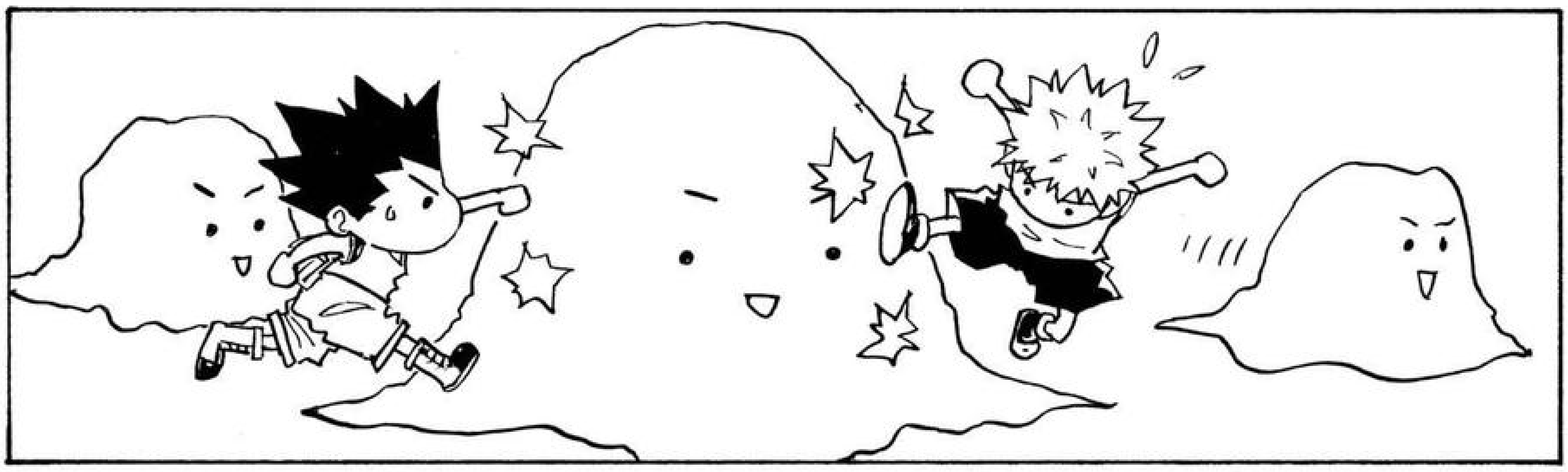

FWSH
WHOOOO
!!
POP!!
UNH!
POP!
POP!
POP!
POP!
WHOA!

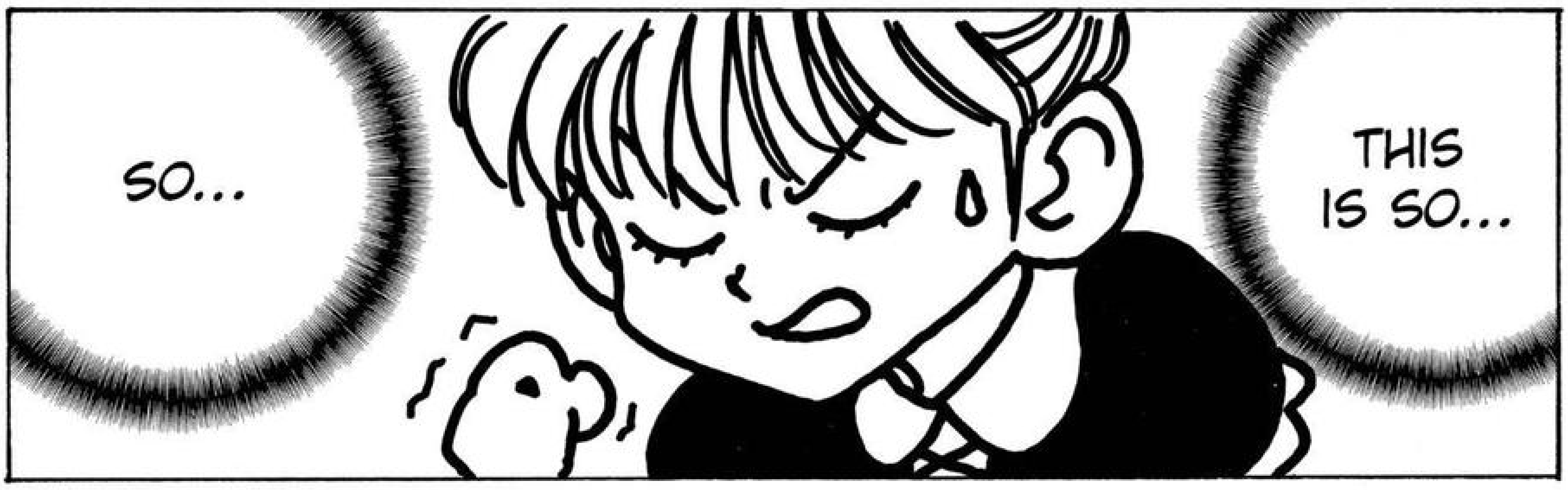

?!
IT'S GONE!
POP!!
IT'S LOUD, BUT IT DOESN'T HURT.
?
DOINK
THE RED ONES DON'T POP.
THE WHITE BUBBLES DIDN'T POP WHEN THEY HIT ROCK...
SO THEY PROBABLY POP WHEN THEY HIT *HUMAN AURA.*
THE RED ONES POP ON THINGS WITHOUT AURA.
POP!!
WHOA!
OR PEOPLE IN ZETSU-MODE.
THE HORSE STALLS PURSUERS WITH THIS DOUBLE STRATEGY...
A HUNT ISN'T JUST ABOUT OVERPOWERING SOMETHING.
YOU'D HAVE TO KEEP TRACK OF ALL THE BUBBLES, WIND YOUR WAY THROUGH...
...AND WHEN YOU CAN'T AVOID THEM, SWITCH QUICKLY BETWEEN ZETSU AND TEN.
A LITTLE TRICKY FOR THEM YET.
IN ANY CASE...
WHOA!
NOT AGAIN!

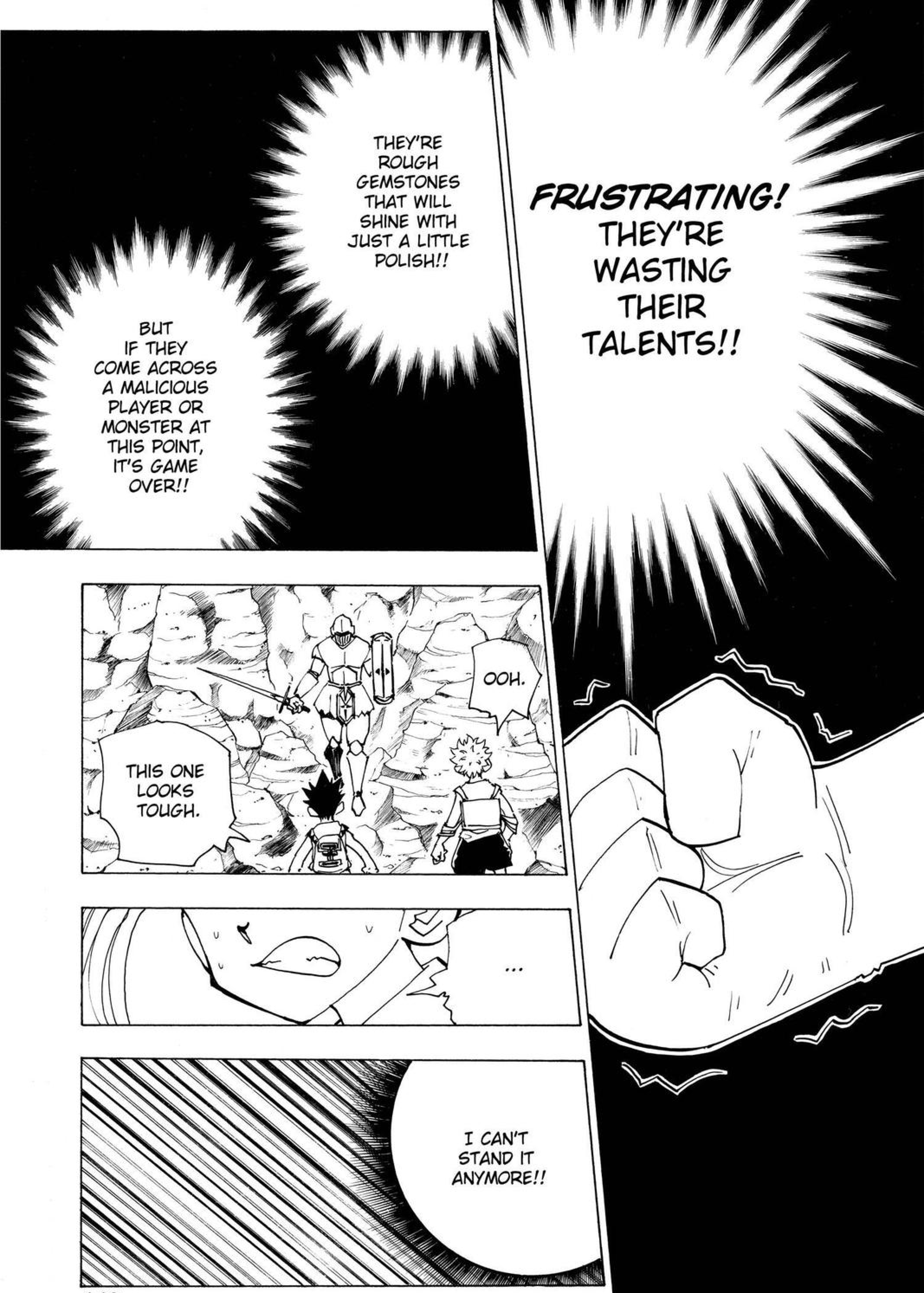


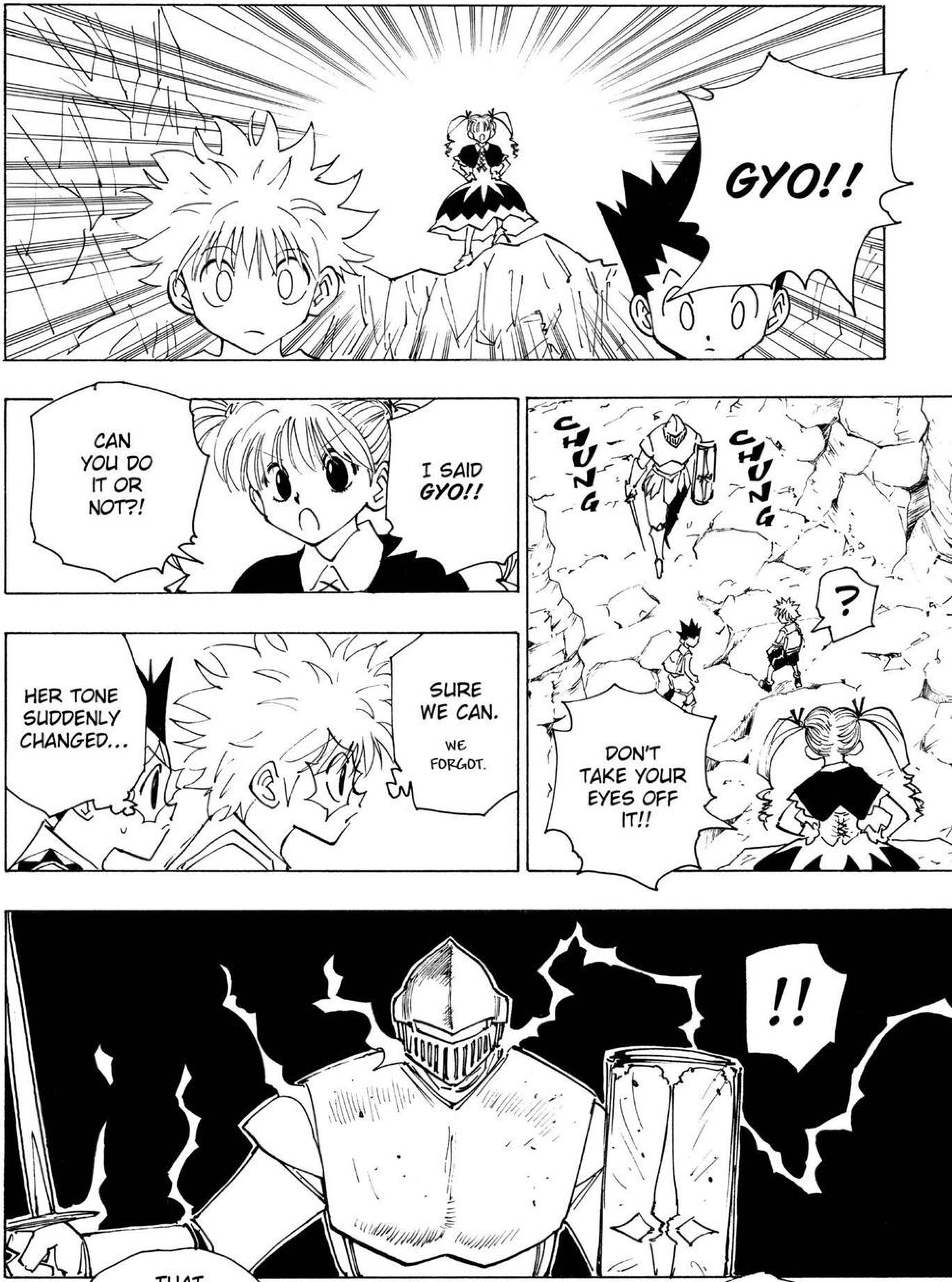

WNN
WNN
??

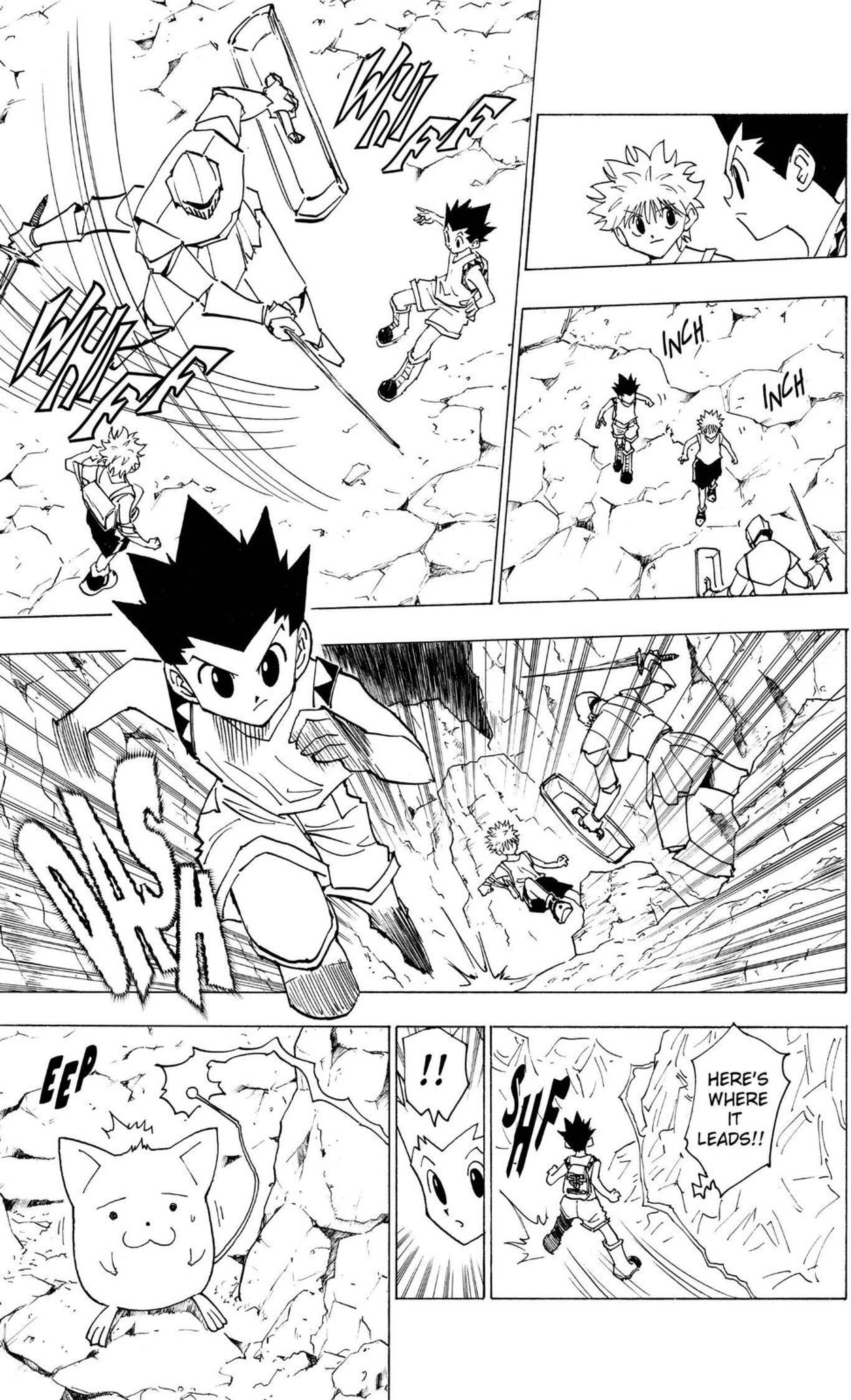


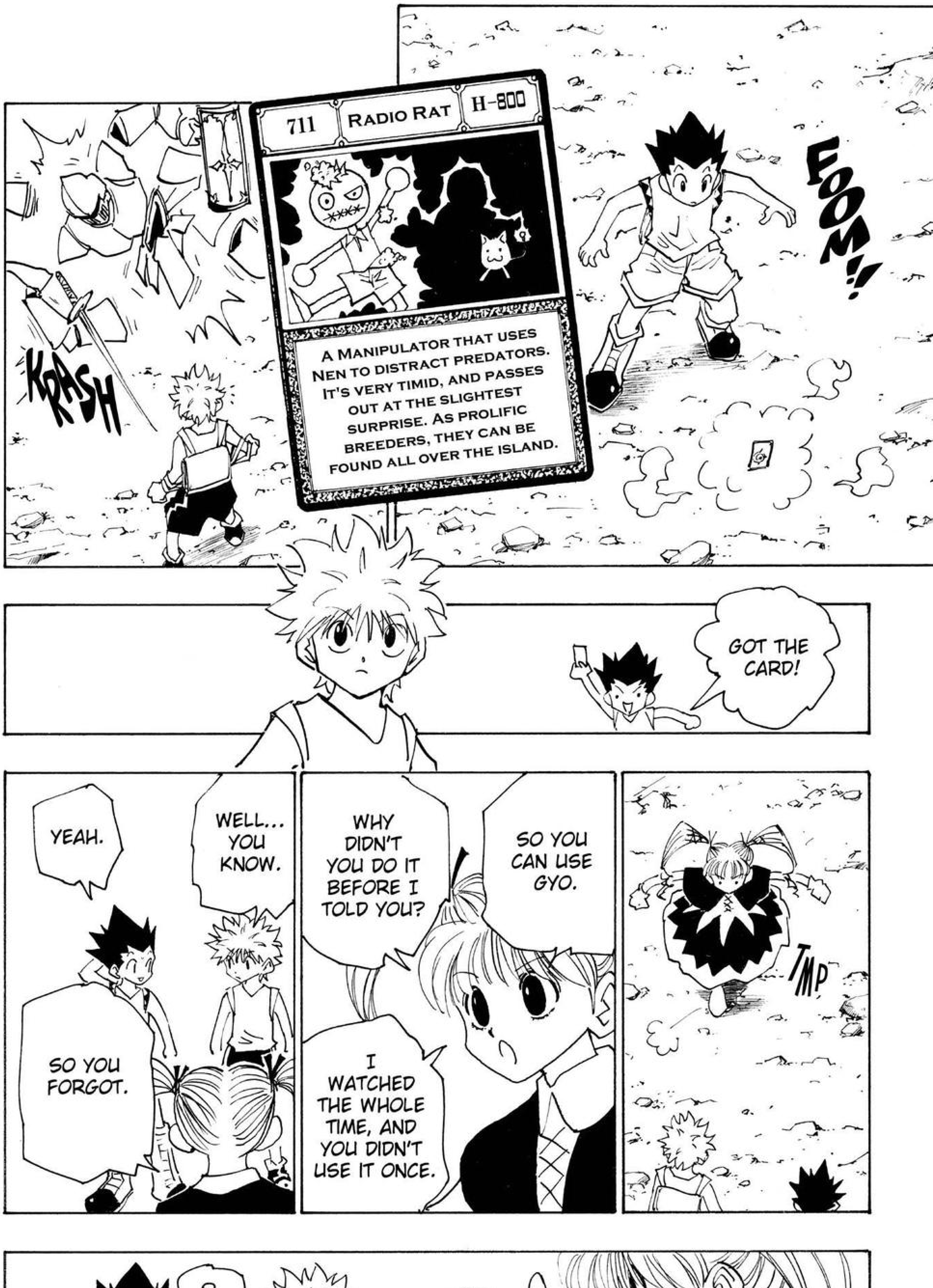


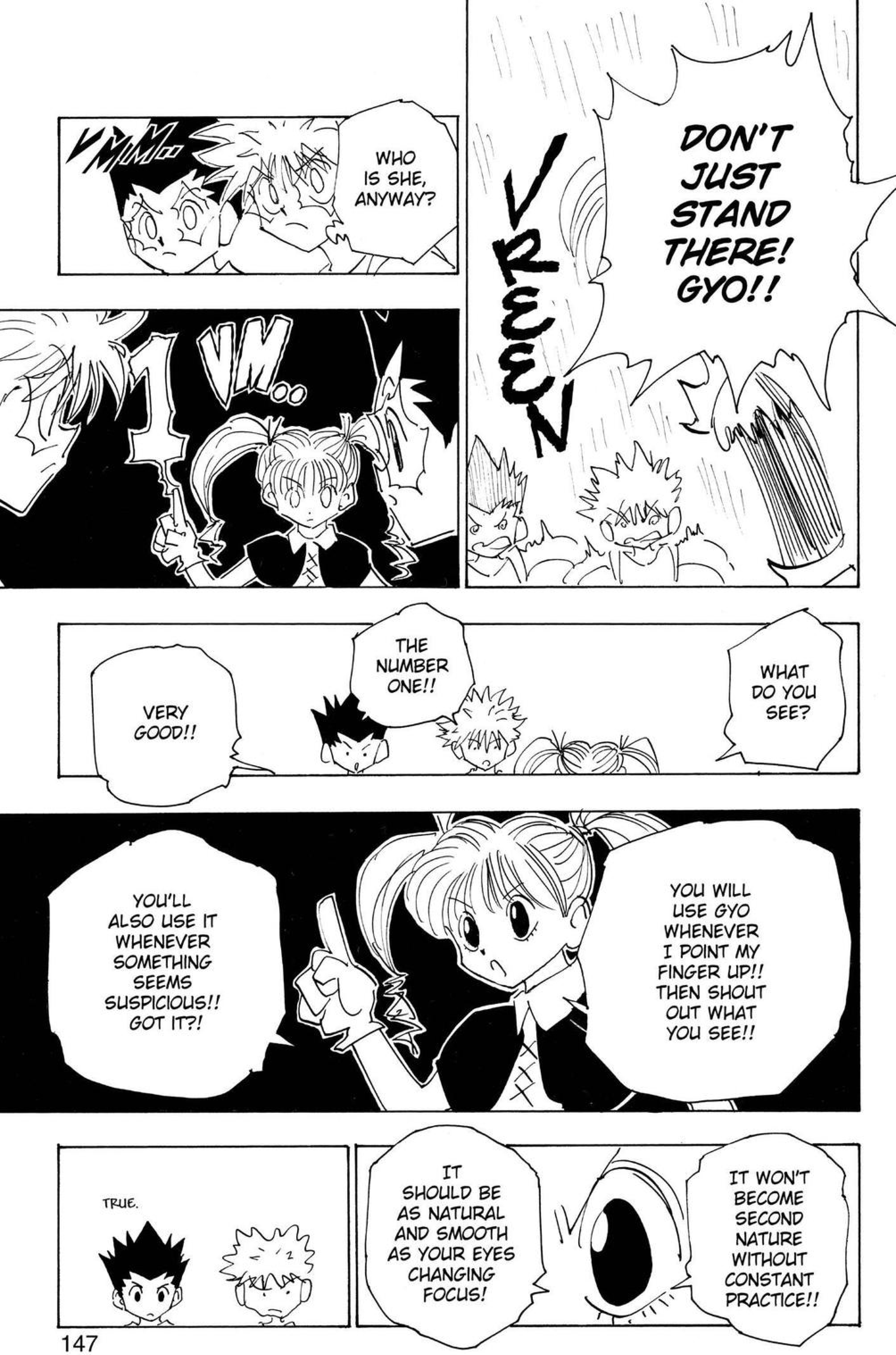

THIS IS SO...
SO...

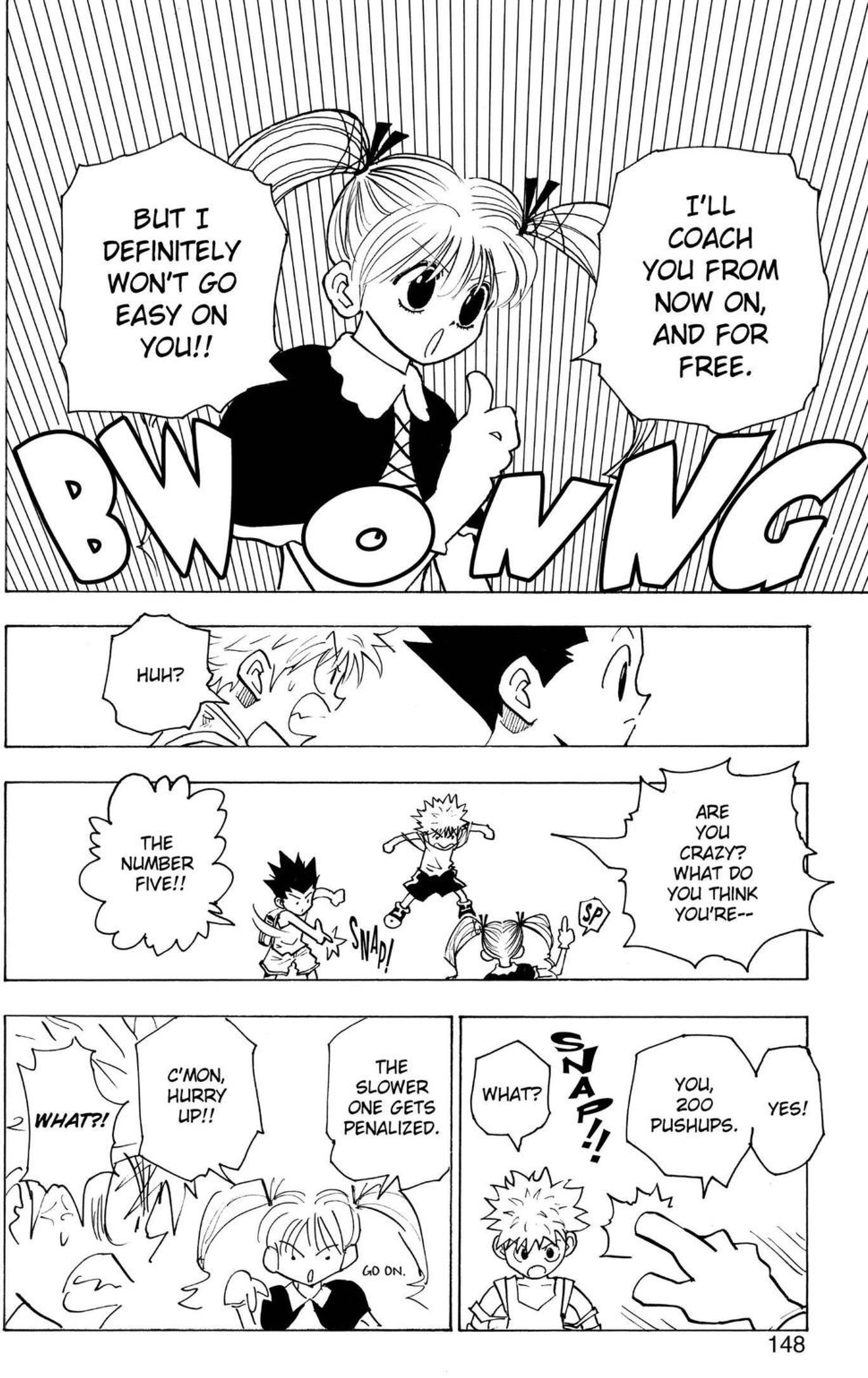

THEY'RE ROUGH GEMSTONES THAT WILL SHINE WITH JUST A LITTLE POLISH!!
BUT IF THEY COME ACROSS A MALICIOUS PLAYER OR MONSTER AT THIS POINT, IT'S GAME OVER!!
FRUSTRATING! THEY'RE WASTING THEIR TALENTS!!
OOH.
THIS ONE LOOKS TOUGH.
...
I CAN'T STAND IT ANYMORE!!


GYO!!
CHUNG
CHUNG
?
DON'T TAKE YOUR EYES OFF IT!!
I SAID *GYO!!*
CAN YOU DO IT OR NOT?!
SURE WE CAN.
WE FORGOT.
HER TONE SUDDENLY CHANGED...
!!
SEE IT NOW?
THAT SUIT OF ARMOR IS A ***PUPPET***; IT WON'T BE AFFECTED BY ATTACK.

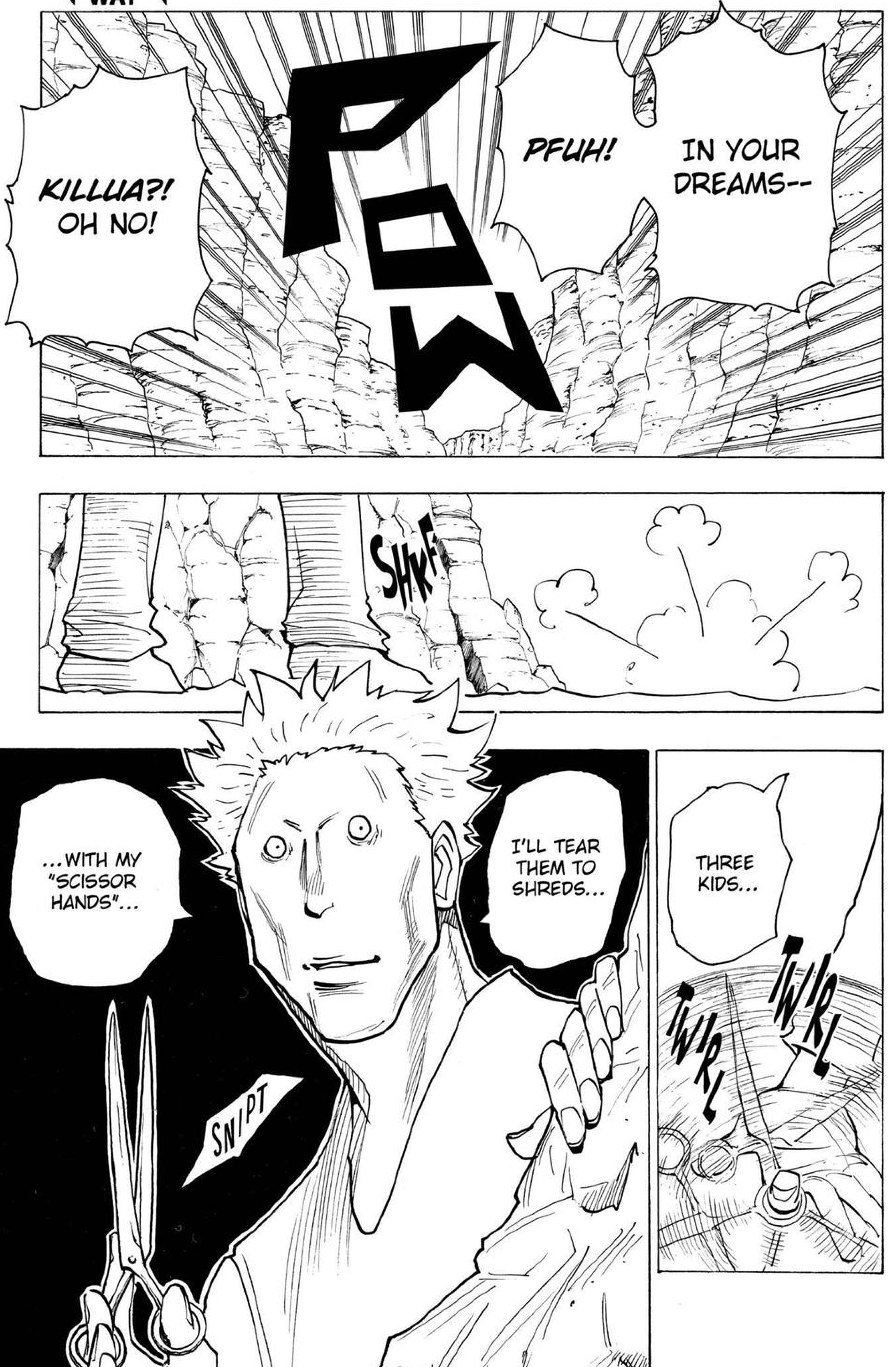

INCH
INCH
WHUNFFF
WHUNFFF
DASH
HERE'S WHERE IT LEADS!!
SHF
!!
EEP

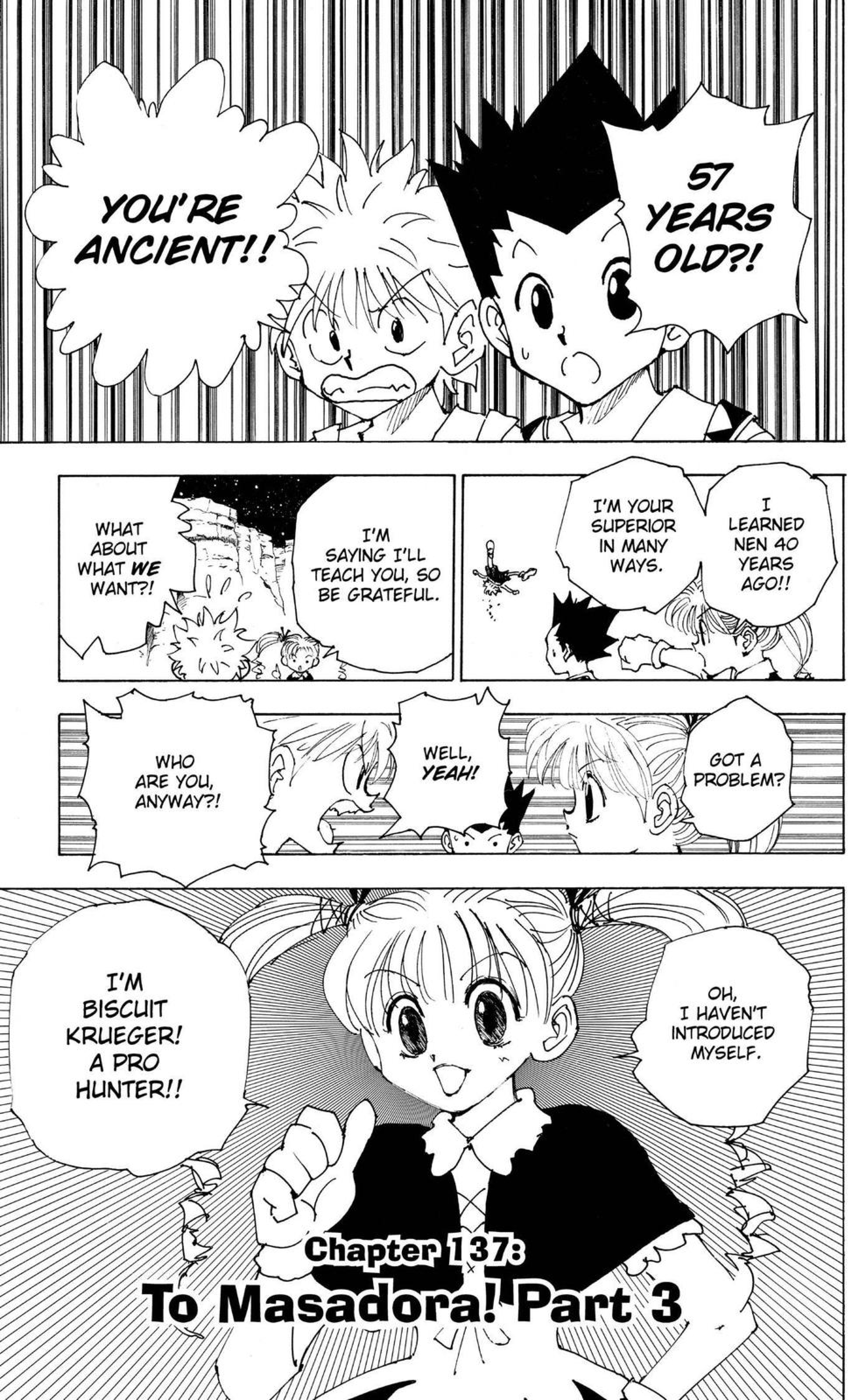

FOOM!!
KRASH
711
Radio Rat
H-800
A Manipulator that uses Nen to distract predators. It's very timid, and passes out at the slightest surprise. As prolific breeders, they can be found all over the island.
GOT THE CARD!
TMP
SO YOU CAN USE GYO.
WHY DIDN'T YOU DO IT BEFORE I TOLD YOU?
I WATCHED THE WHOLE TIME, AND YOU DIDN'T USE IT ONCE.
WELL... YOU KNOW.
YEAH.
SO YOU FORGOT.
SP
?


VREEN
DON'T JUST STAND THERE! GYO!!
VMM..
WHO IS SHE, ANYWAY?
1
VM..
WHAT DO YOU SEE?
THE NUMBER ONE!!
VERY GOOD!!
YOU WILL USE GYO WHENEVER I POINT MY FINGER UP!! THEN SHOUT OUT WHAT YOU SEE!!
YOU'LL ALSO USE IT WHENEVER SOMETHING SEEMS SUSPICIOUS!! GOT IT?!
IT WON'T BECOME SECOND NATURE WITHOUT CONSTANT PRACTICE!!
IT SHOULD BE AS NATURAL AND SMOOTH AS YOUR EYES CHANGING FOCUS!
TRUE.


I'LL COACH YOU FROM NOW ON, AND FOR FREE.
BUT I DEFINITELY WON'T GO EASY ON YOU!!
BWOING
HUH?
ARE YOU CRAZY? WHAT DO YOU THINK YOU'RE--
SP
SNAP!
THE NUMBER FIVE!!
YES!
YOU, 200 PUSHUPS.
SNAP!!
WHAT?
THE SLOWER ONE GETS PENALIZED.
GO ON.
C'MON, HURRY UP!!
WHAT?!

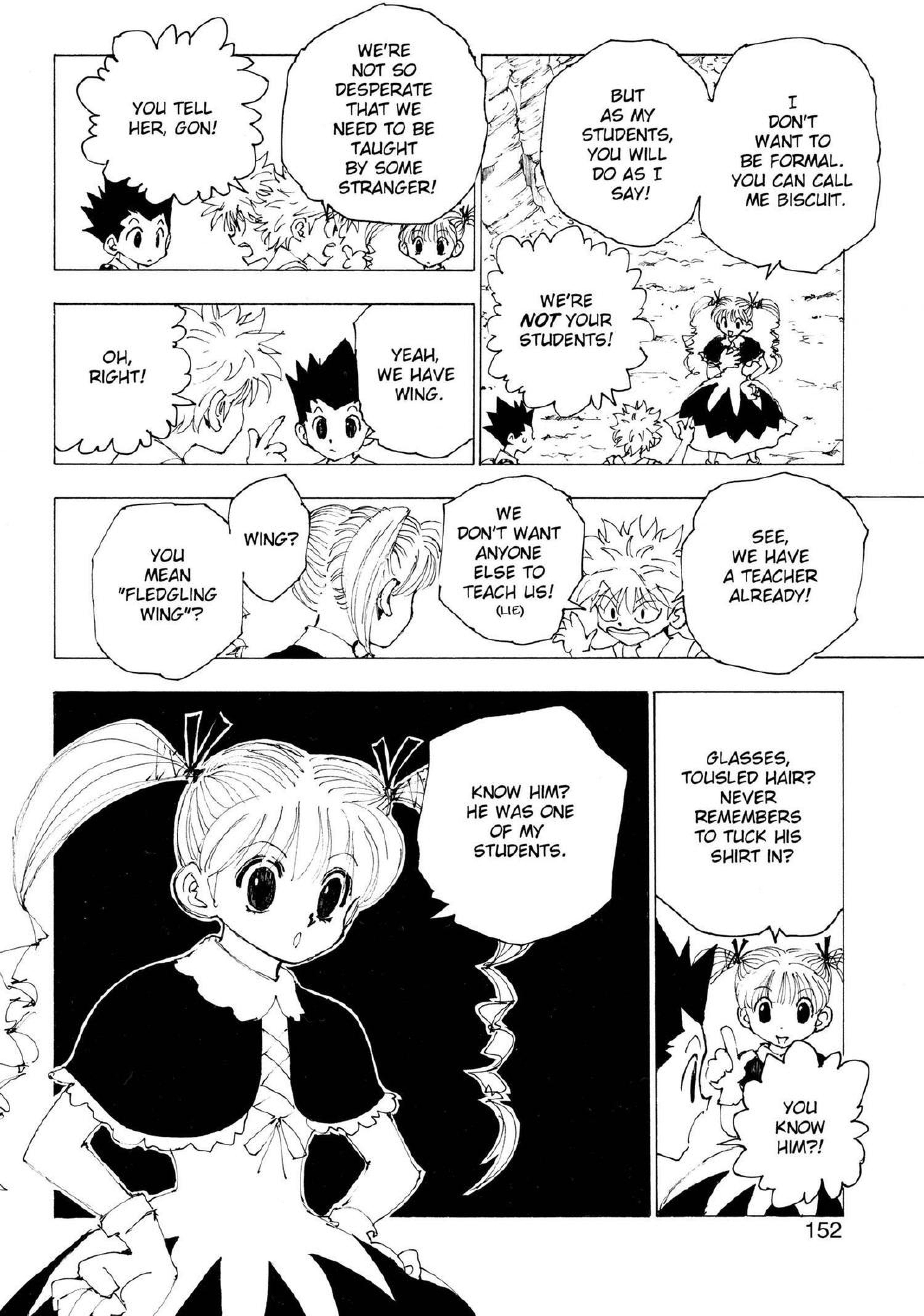
READ THIS WAY

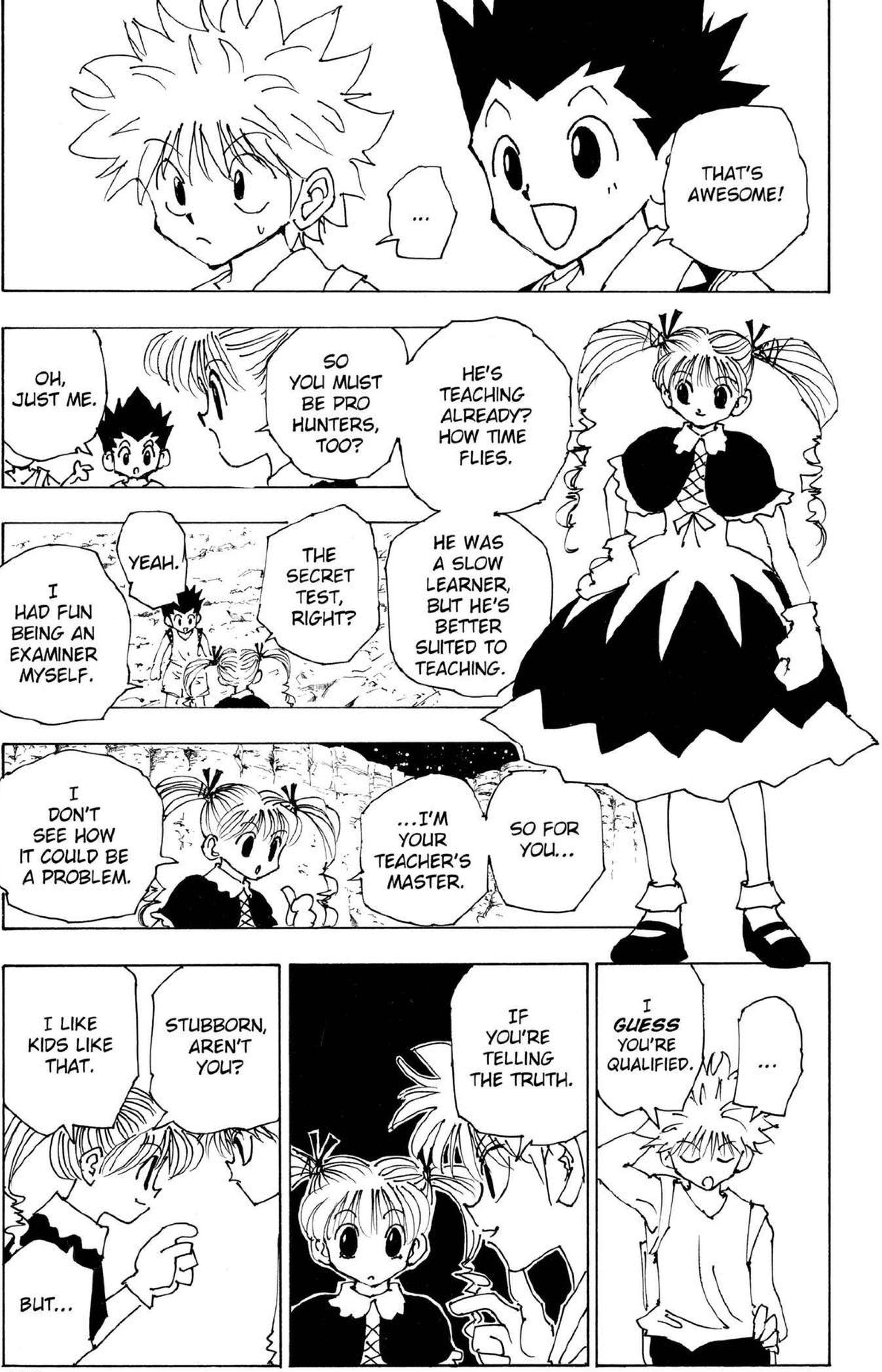

PFUH!
IN YOUR DREAMS--
POW
KILLUA?! OH NO!
SHKF
THREE KIDS...
TWIRL
TWIRL
I'LL TEAR THEM TO SHREDS...
...WITH MY "SCISSOR HANDS"...
SNIPT

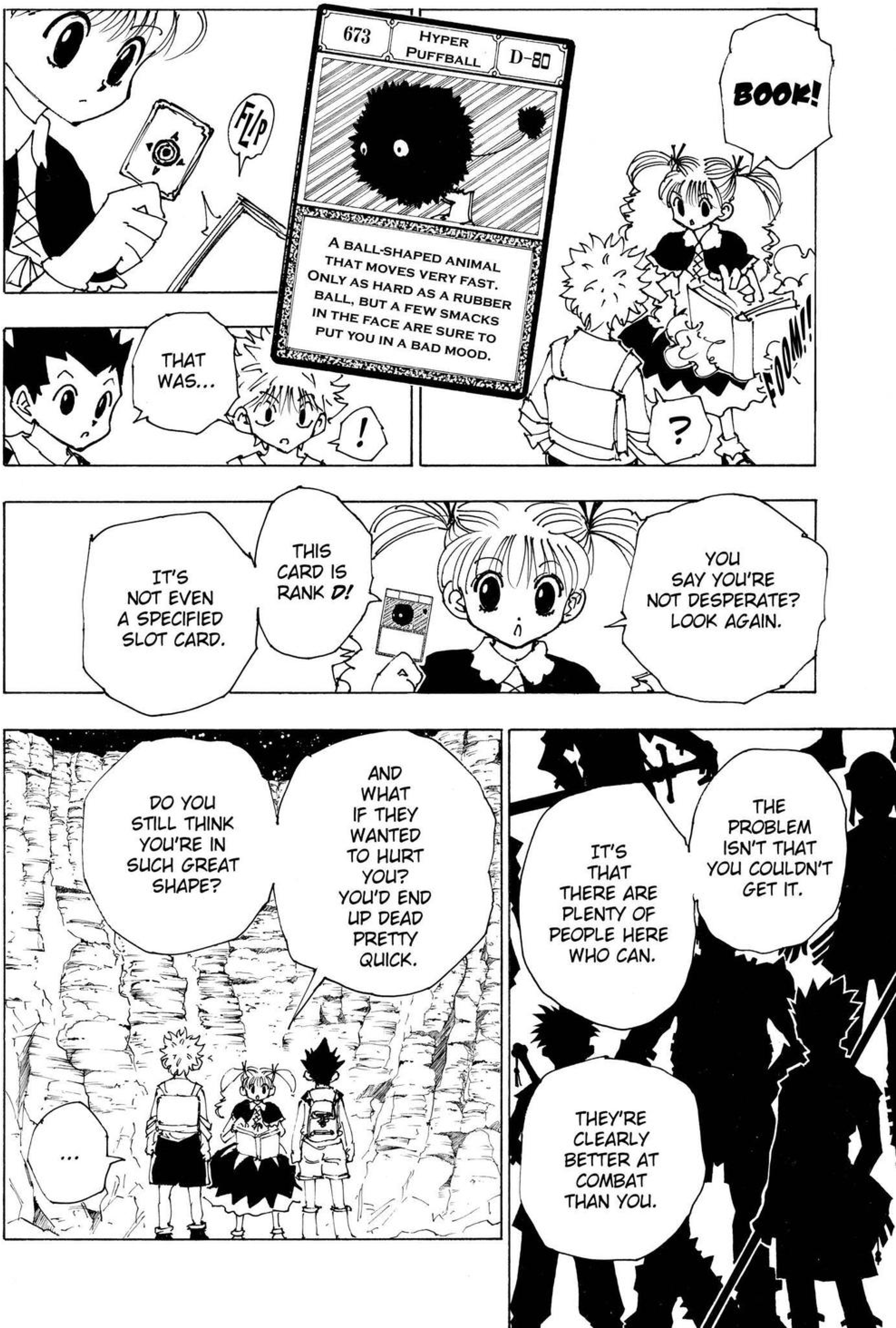

57 YEARS OLD?!
YOU'RE ANCIENT!!
I LEARNED NEN 40 YEARS AGO!!
I'M YOUR SUPERIOR IN MANY WAYS.
I'M SAYING I'LL TEACH YOU, SO BE GRATEFUL.
WHAT ABOUT WHAT **WE** WANT?!
GOT A PROBLEM?
WELL, **YEAH!**
WHO ARE YOU, ANYWAY?!
OH, I HAVEN'T INTRODUCED MYSELF.
I'M BISCUIT KRUEGER! A PRO HUNTER!!

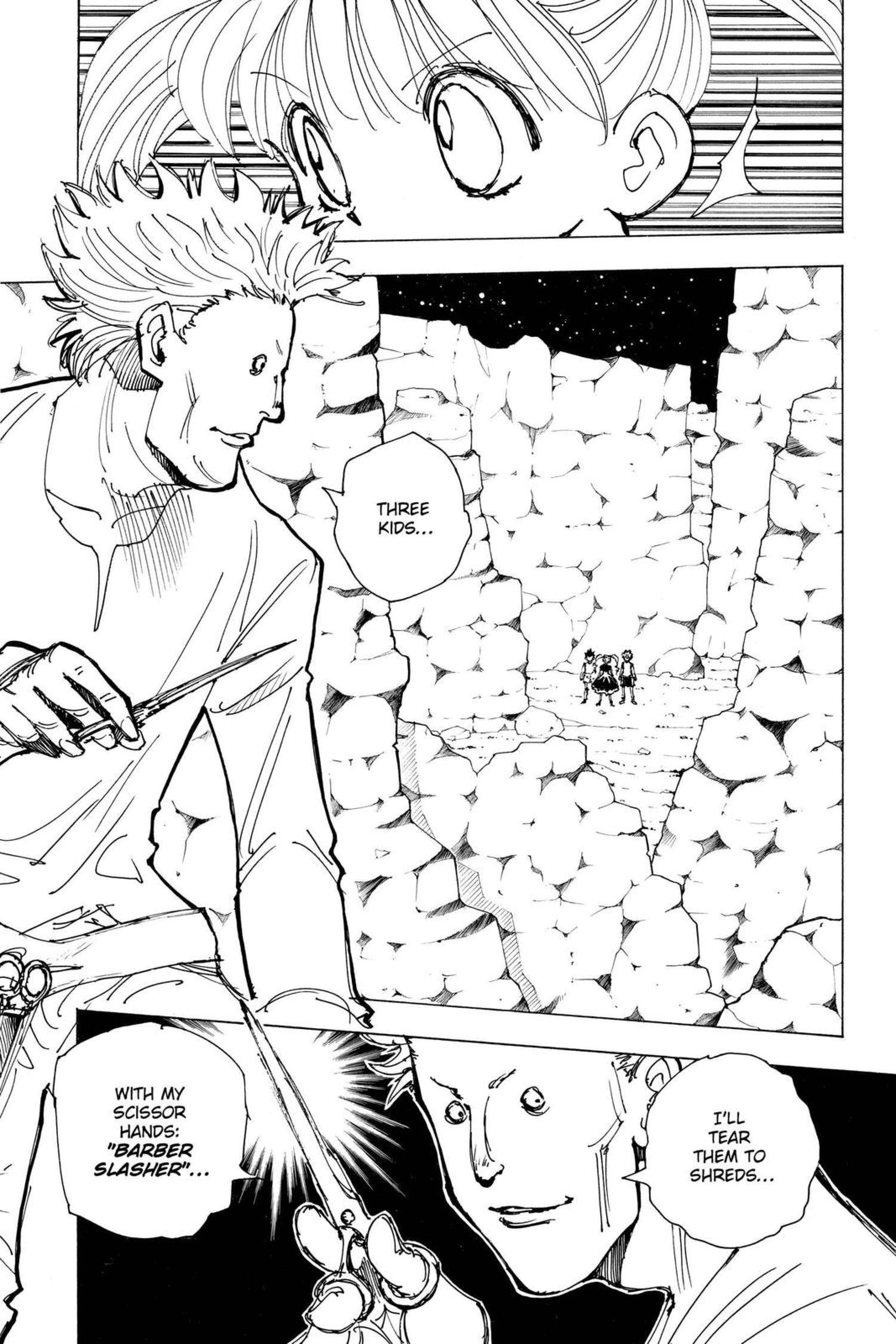
Chapter 137:

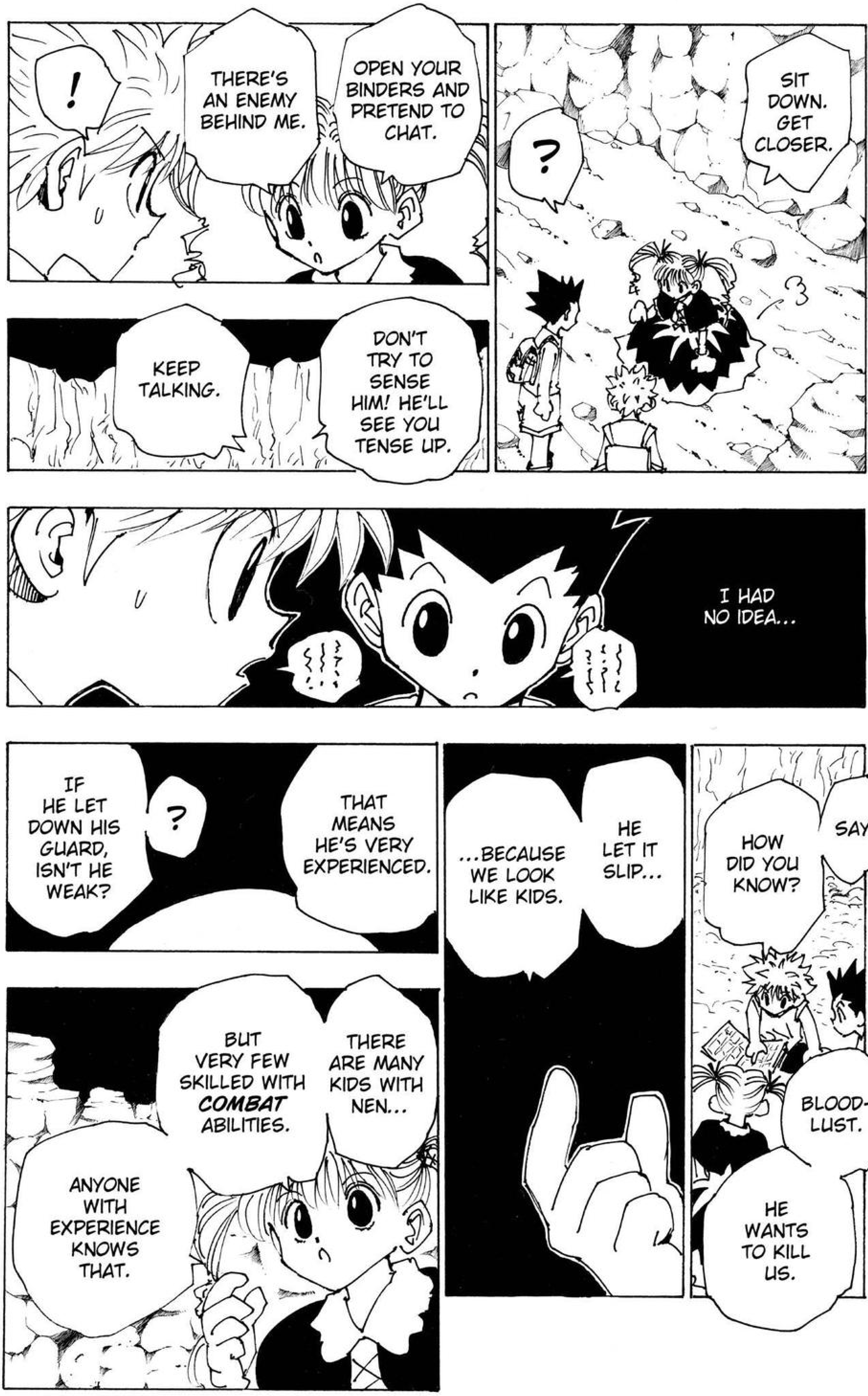
To Masadora! Part 3

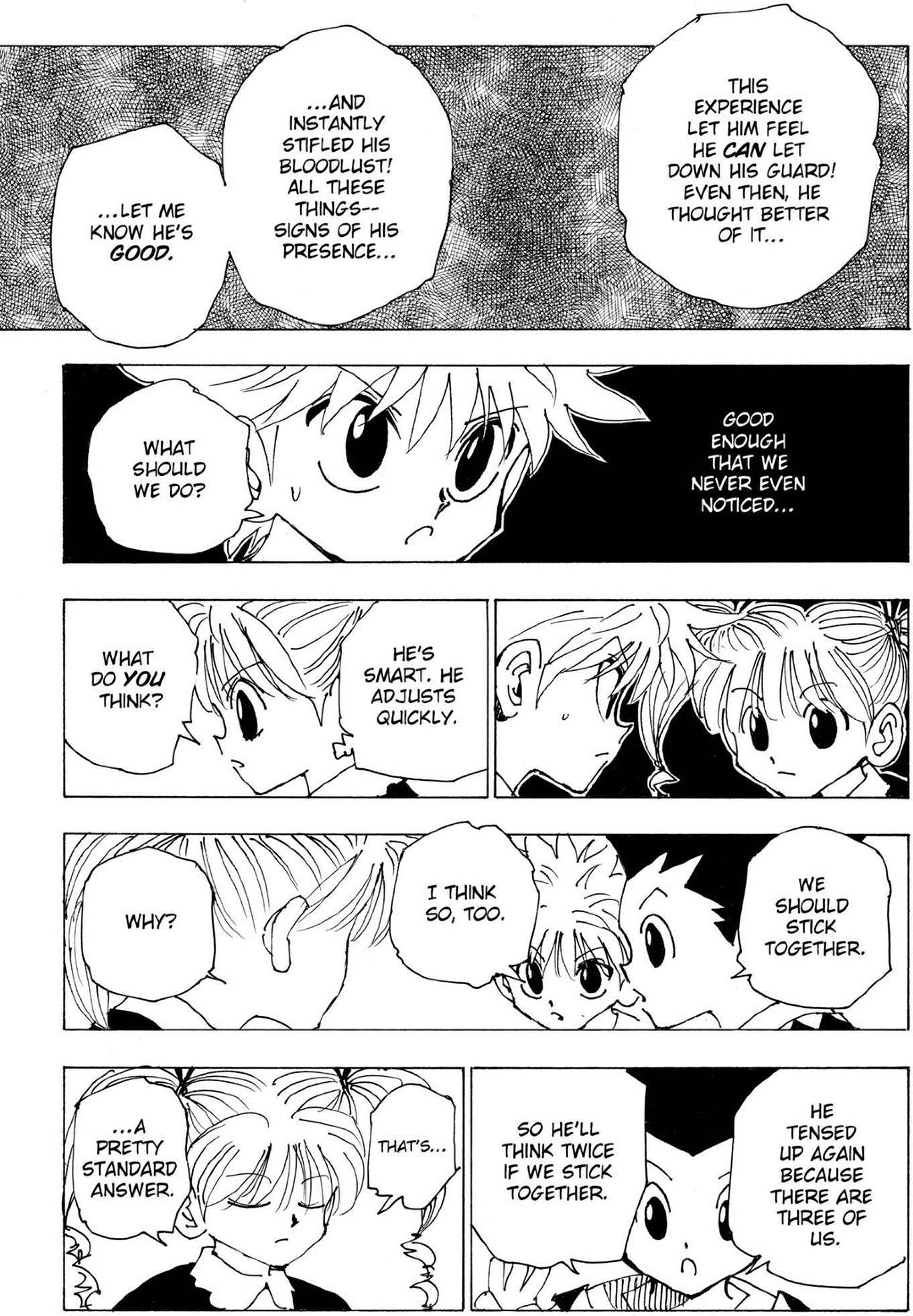

I DON'T WANT TO BE FORMAL. YOU CAN CALL ME BISCUIT.
BUT AS MY STUDENTS, YOU WILL DO AS I SAY!
WE'RE ***NOT*** YOUR STUDENTS!
WE'RE NOT SO DESPERATE THAT WE NEED TO BE TAUGHT BY SOME STRANGER!
YOU TELL HER, GON!
YEAH, WE HAVE WING.
OH, RIGHT!
SEE, WE HAVE A TEACHER ALREADY!
WE DON'T WANT ANYONE ELSE TO TEACH US! (LIE)
WING?
YOU MEAN "FLEDGLING WING"?
GLASSES, TOUSLED HAIR? NEVER REMEMBERS TO TUCK HIS SHIRT IN?
YOU KNOW HIM?!
KNOW HIM? HE WAS ONE OF MY STUDENTS.

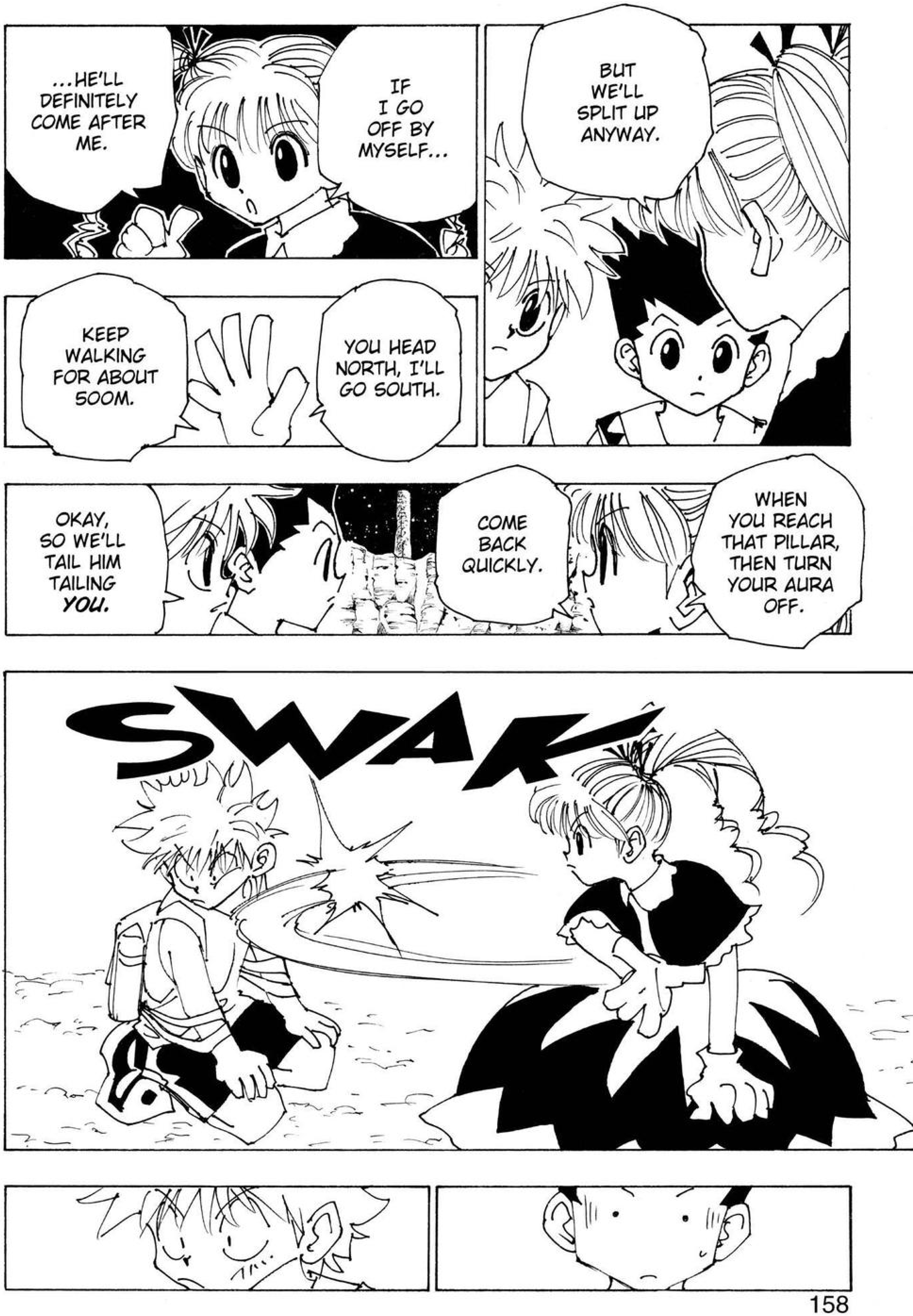

THAT'S AWESOME!
...
HE'S TEACHING ALREADY? HOW TIME FLIES.
SO YOU MUST BE PRO HUNTERS, TOO?
OH, JUST ME.
HE WAS A SLOW LEARNER, BUT HE'S BETTER SUITED TO TEACHING.
THE SECRET TEST, RIGHT?
YEAH.
I HAD FUN BEING AN EXAMINER MYSELF.
SO FOR YOU...
...I'M YOUR TEACHER'S MASTER.
I DON'T SEE HOW IT COULD BE A PROBLEM.
...
I **GUESS** YOU'RE QUALIFIED.
IF YOU'RE TELLING THE TRUTH.
STUBBORN, AREN'T YOU?
I LIKE KIDS LIKE THAT.
BUT...

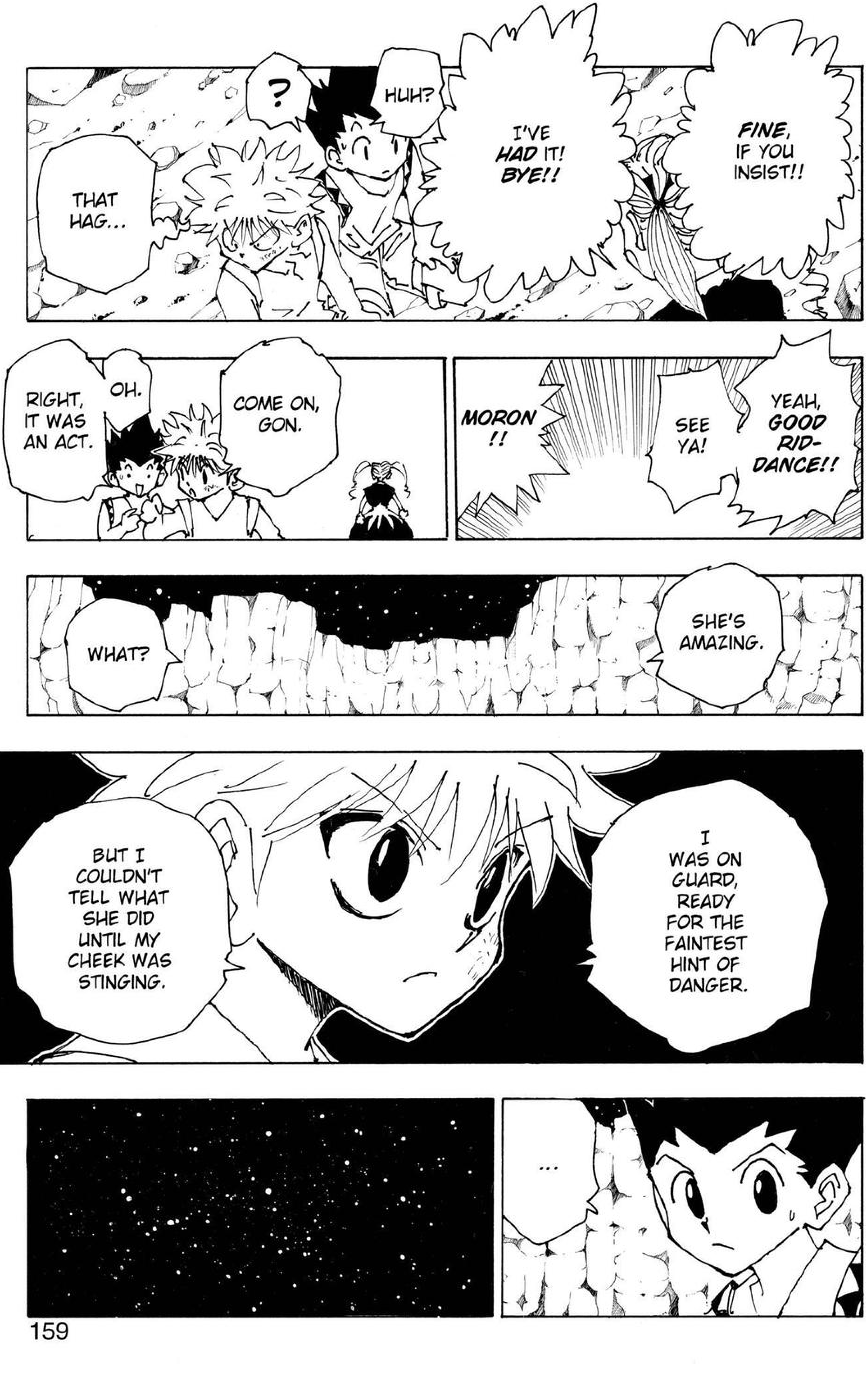

BOOK!
FOOM!!
?
FLIP
673
HYPER PUFFBALL
D-80
A BALL-SHAPED ANIMAL THAT MOVES VERY FAST. ONLY AS HARD AS A RUBBER BALL, BUT A FEW SMACKS IN THE FACE ARE SURE TO PUT YOU IN A BAD MOOD.
THAT WAS...
!
YOU SAY YOU'RE NOT DESPERATE? LOOK AGAIN.
THIS CARD IS RANK *D!*
IT'S NOT EVEN A SPECIFIED SLOT CARD.
THE PROBLEM ISN'T THAT YOU COULDN'T GET IT.
IT'S THAT THERE ARE PLENTY OF PEOPLE HERE WHO CAN.
THEY'RE CLEARLY BETTER AT COMBAT THAN YOU.
AND WHAT IF THEY WANTED TO HURT YOU? YOU'D END UP DEAD PRETTY QUICK.
DO YOU STILL THINK YOU'RE IN SUCH GREAT SHAPE?
...

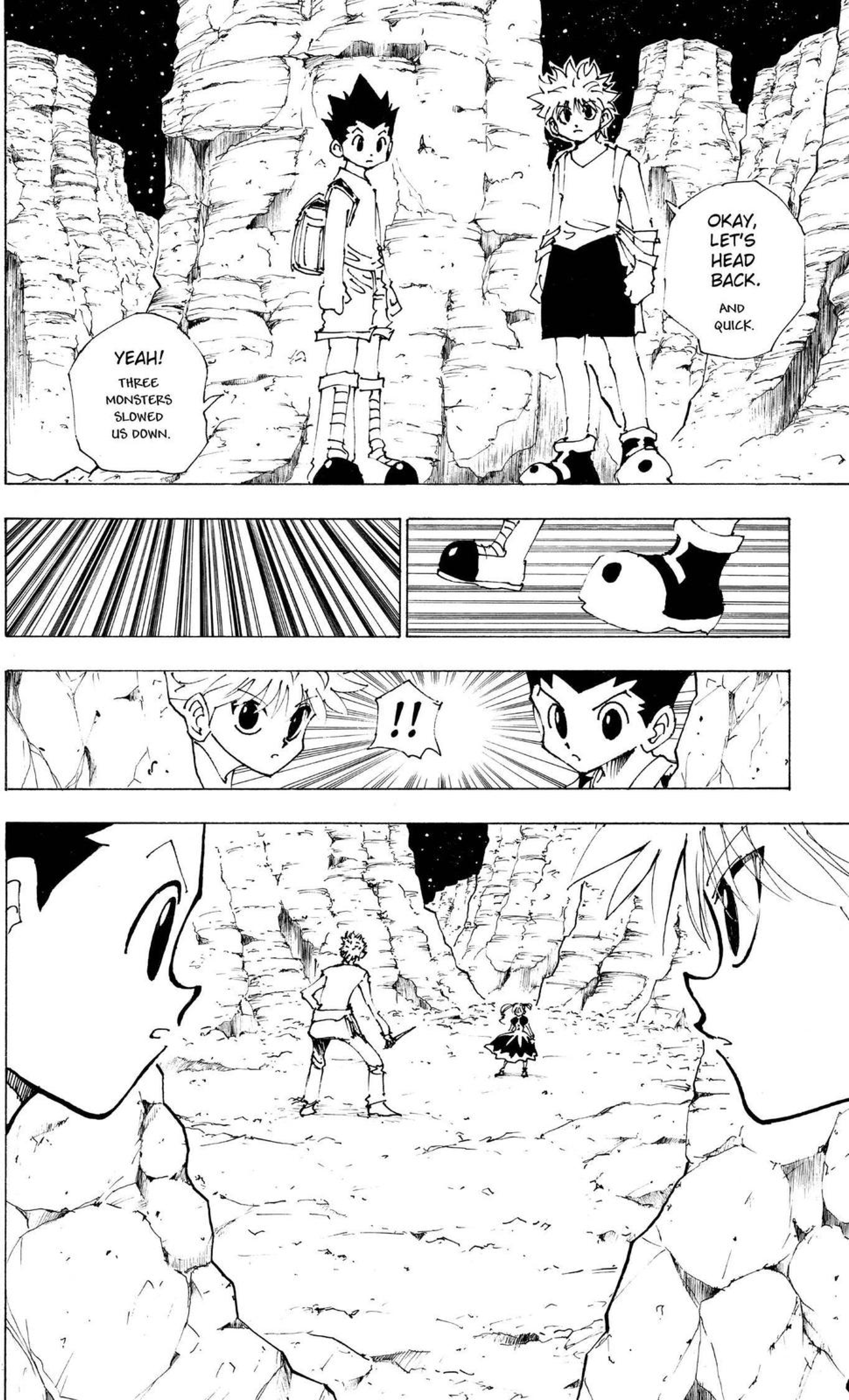

THREE KIDS...
WITH MY SCISSOR HANDS: "BARBER SLASHER"...
I'LL TEAR THEM TO SHREDS...

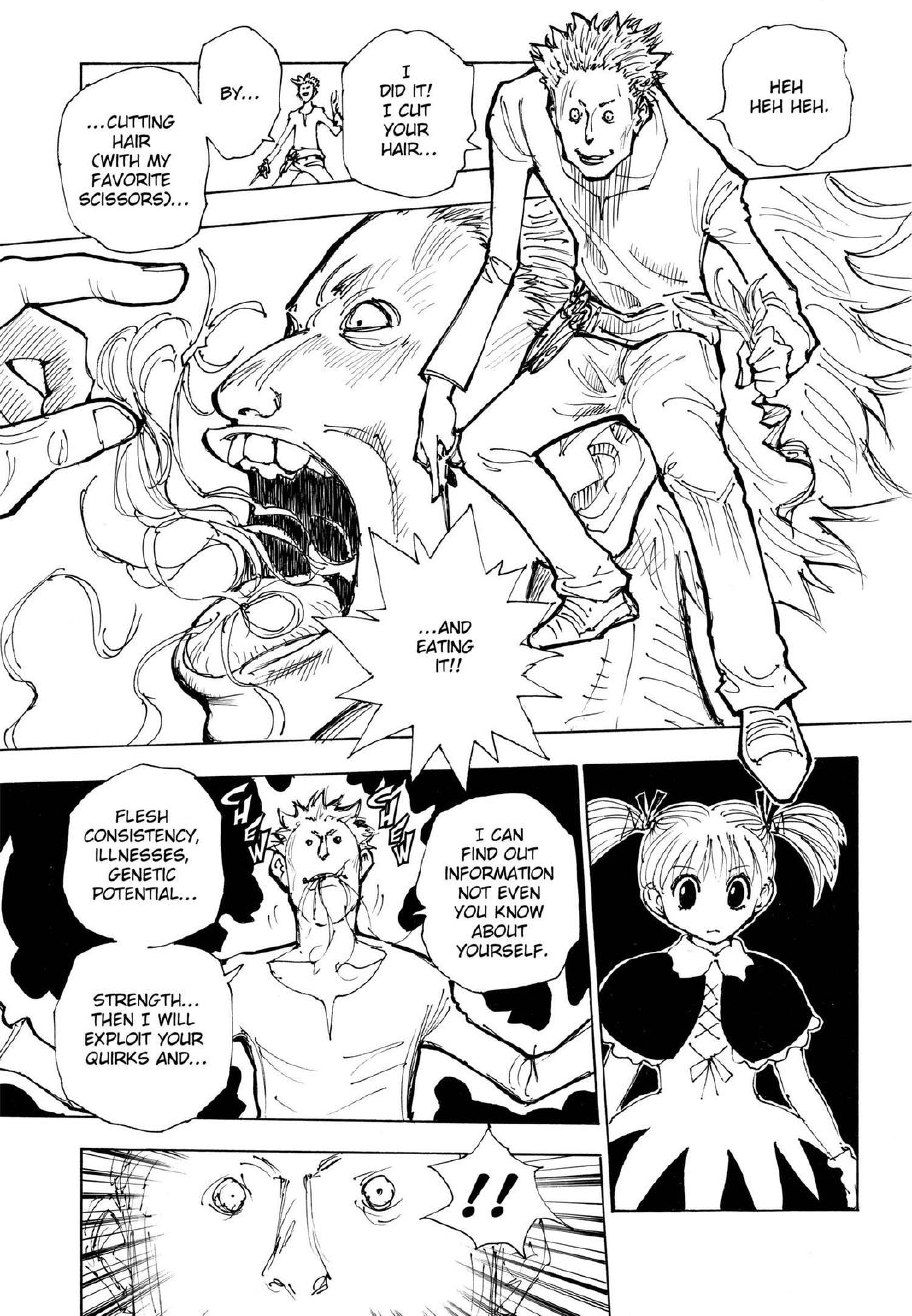

SIT DOWN. GET CLOSER.
?
OPEN YOUR BINDERS AND PRETEND TO CHAT.
THERE'S AN ENEMY BEHIND ME.
!
DON'T TRY TO SENSE HIM! HE'LL SEE YOU TENSE UP.
KEEP TALKING.
I HAD NO IDEA...
SAY.
HOW DID YOU KNOW?
BLOOD-LUST.
HE WANTS TO KILL US.
HE LET IT SLIP...
...BECAUSE WE LOOK LIKE KIDS.
THAT MEANS HE'S VERY EXPERIENCED.
?
IF HE LET DOWN HIS GUARD, ISN'T HE WEAK?
THERE ARE MANY KIDS WITH NEN...
BUT VERY FEW SKILLED WITH **COMBAT** ABILITIES.
ANYONE WITH EXPERIENCE KNOWS THAT.

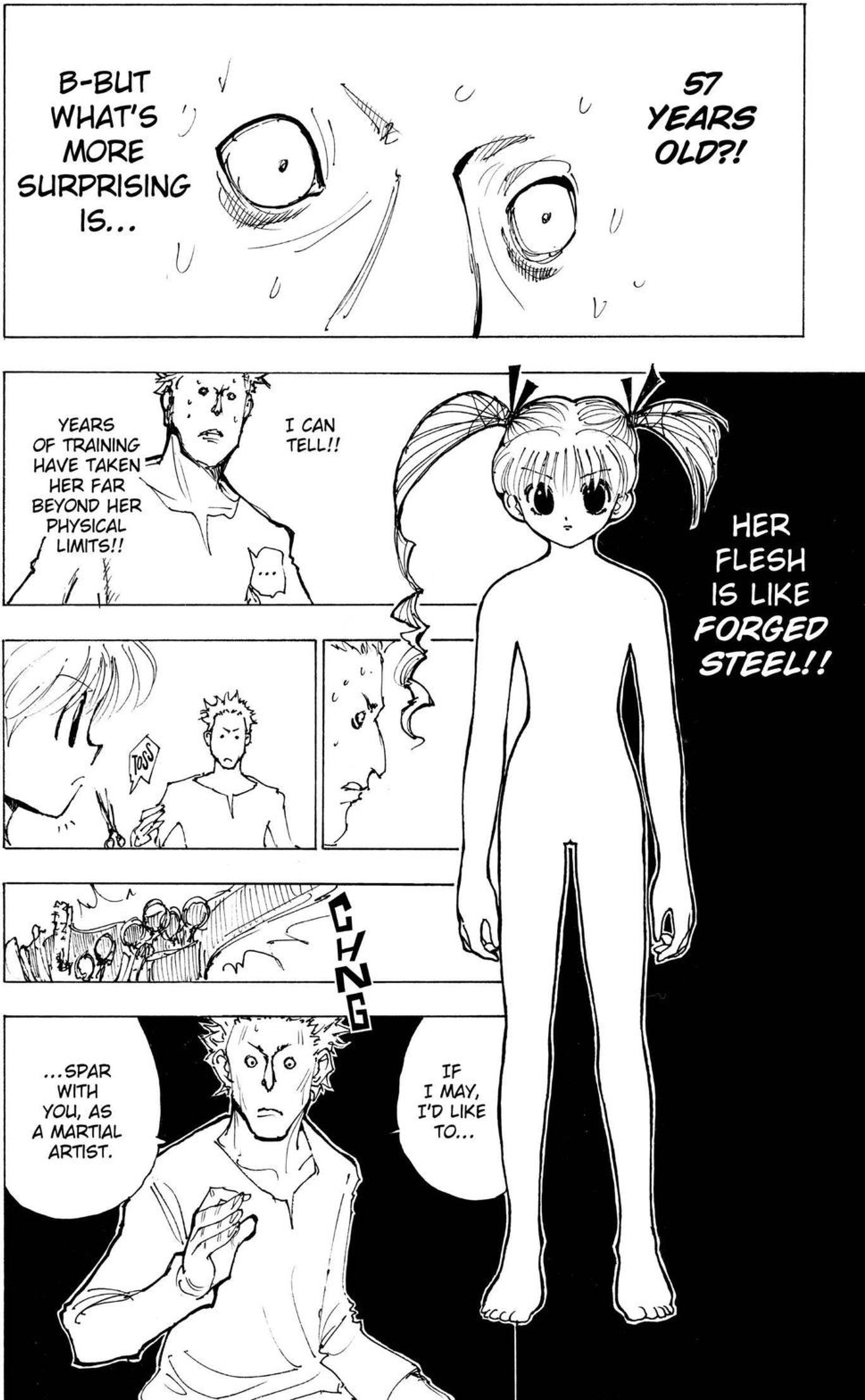

THIS EXPERIENCE LET HIM FEEL HE *CAN* LET DOWN HIS GUARD! EVEN THEN, HE THOUGHT BETTER OF IT...
...AND INSTANTLY STIFLED HIS BLOODLUST! ALL THESE THINGS-- SIGNS OF HIS PRESENCE...
...LET ME KNOW HE'S *GOOD.*
GOOD ENOUGH THAT WE NEVER EVEN NOTICED...
WHAT SHOULD WE DO?
HE'S SMART. HE ADJUSTS QUICKLY.
WHAT DO *YOU* THINK?
WE SHOULD STICK TOGETHER.
I THINK SO, TOO.
WHY?
HE TENSED UP AGAIN BECAUSE THERE ARE THREE OF US.
SO HE'LL THINK TWICE IF WE STICK TOGETHER.
THAT'S...
...A PRETTY STANDARD ANSWER.

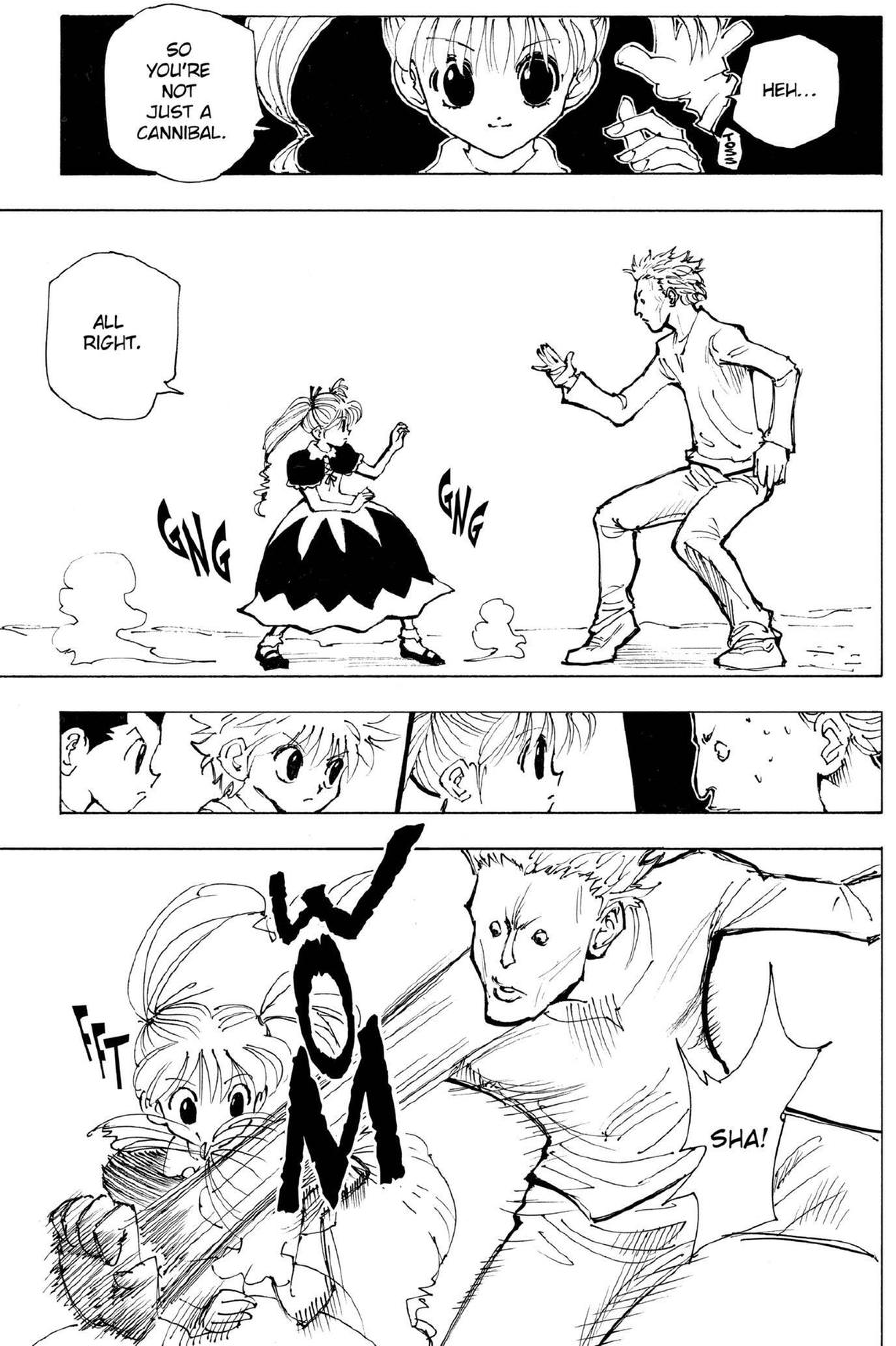

BUT WE'LL SPLIT UP ANYWAY.
IF I GO OFF BY MYSELF...
...HE'LL DEFINITELY COME AFTER ME.
YOU HEAD NORTH, I'LL GO SOUTH.
KEEP WALKING FOR ABOUT 500M.
WHEN YOU REACH THAT PILLAR, THEN TURN YOUR AURA OFF.
COME BACK QUICKLY.
OKAY, SO WE'LL TAIL HIM TAILING *YOU.*
SWAK

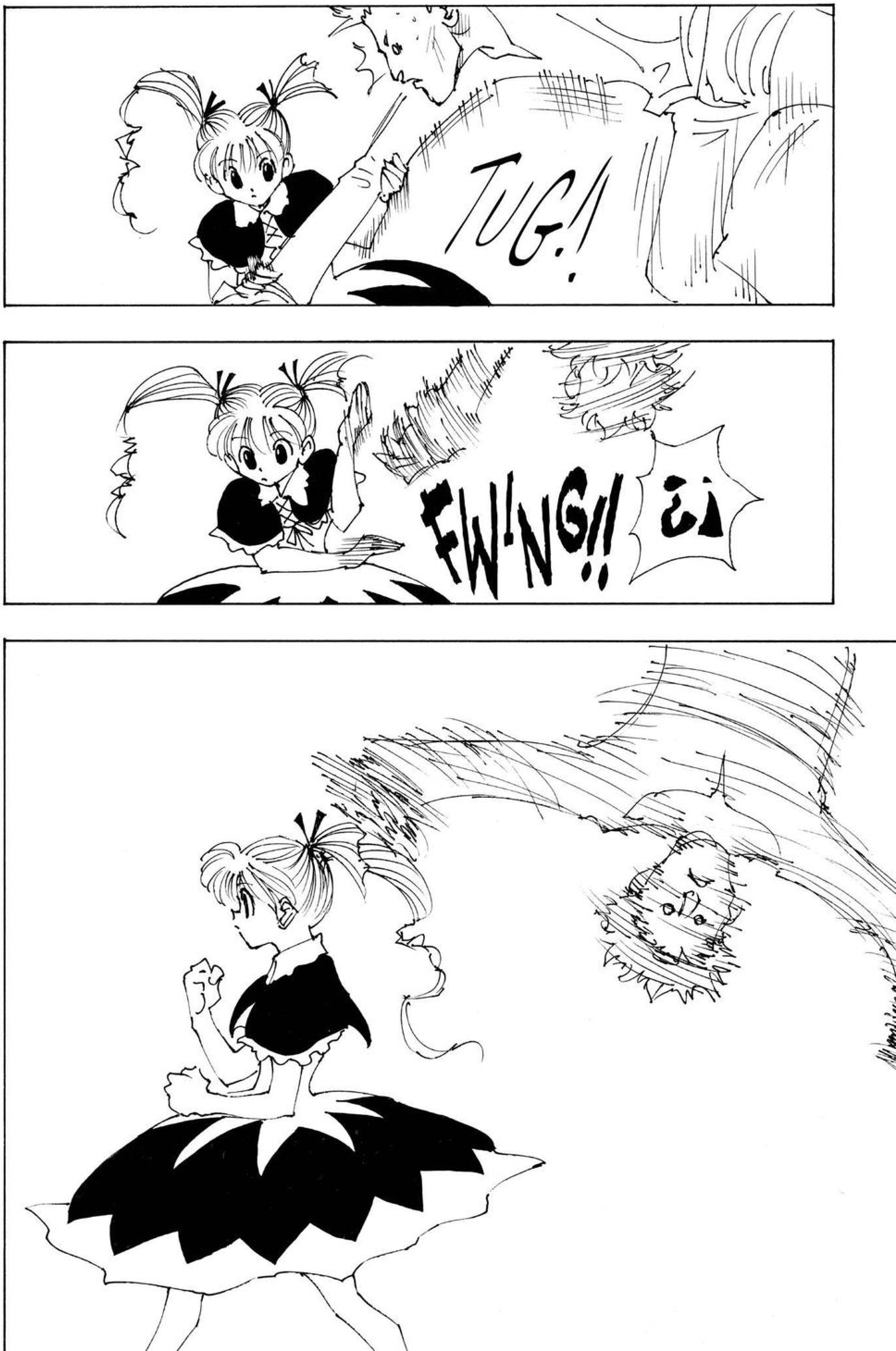

FINE, IF YOU INSIST!!
I'VE HAD IT! BYE!!
HUH?
?
THAT HAG...
YEAH, GOOD RIDDANCE!!
SEE YA!
MORON!!
COME ON, GON.
OH.
RIGHT, IT WAS AN ACT.
SHE'S AMAZING.
WHAT?
I WAS ON GUARD, READY FOR THE FAINTEST HINT OF DANGER.
BUT I COULDN'T TELL WHAT SHE DID UNTIL MY CHEEK WAS STINGING.
...

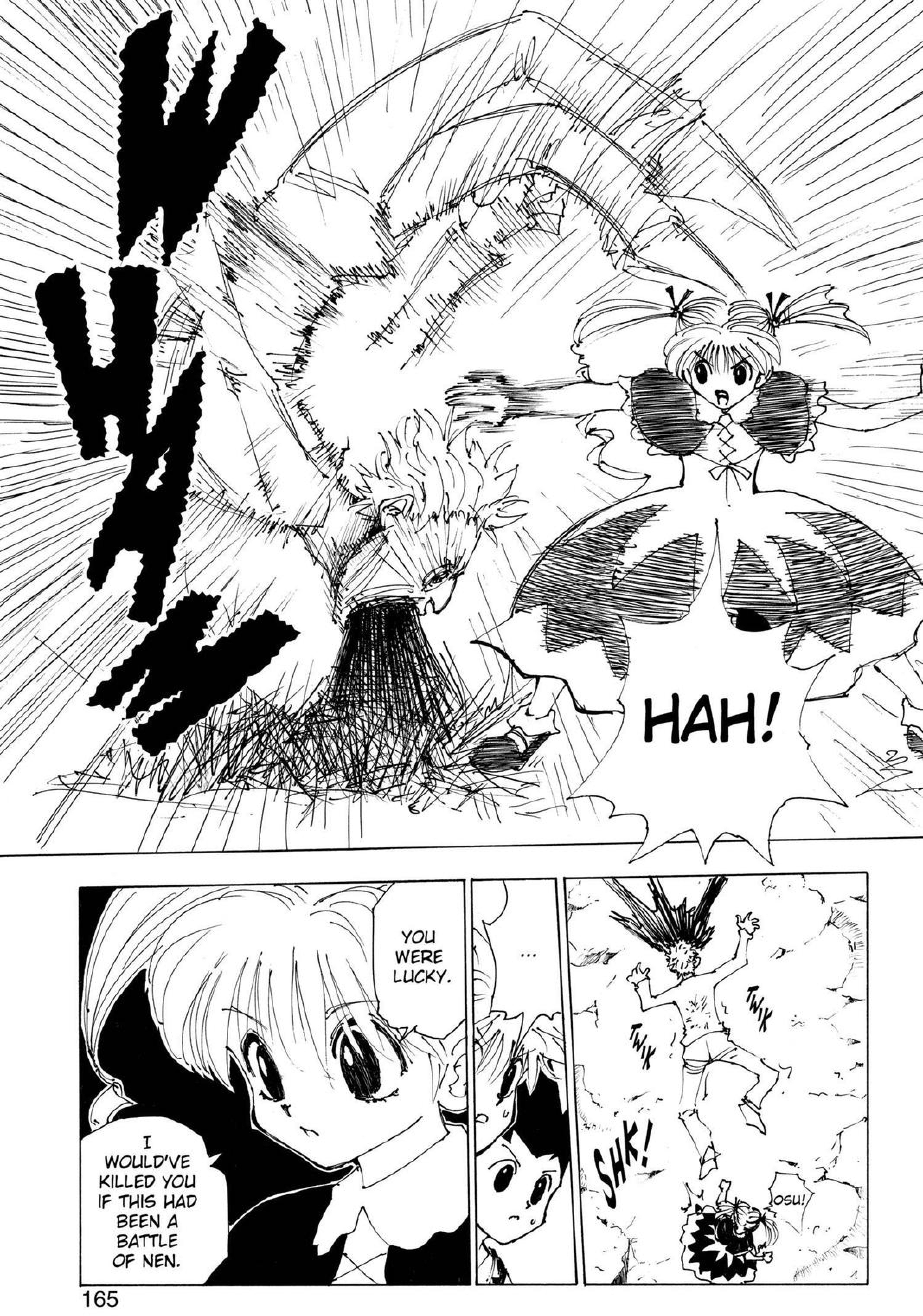

OKAY, LET'S HEAD BACK.
AND QUICK.
YEAH! THREE MONSTERS SLOWED US DOWN.
!!

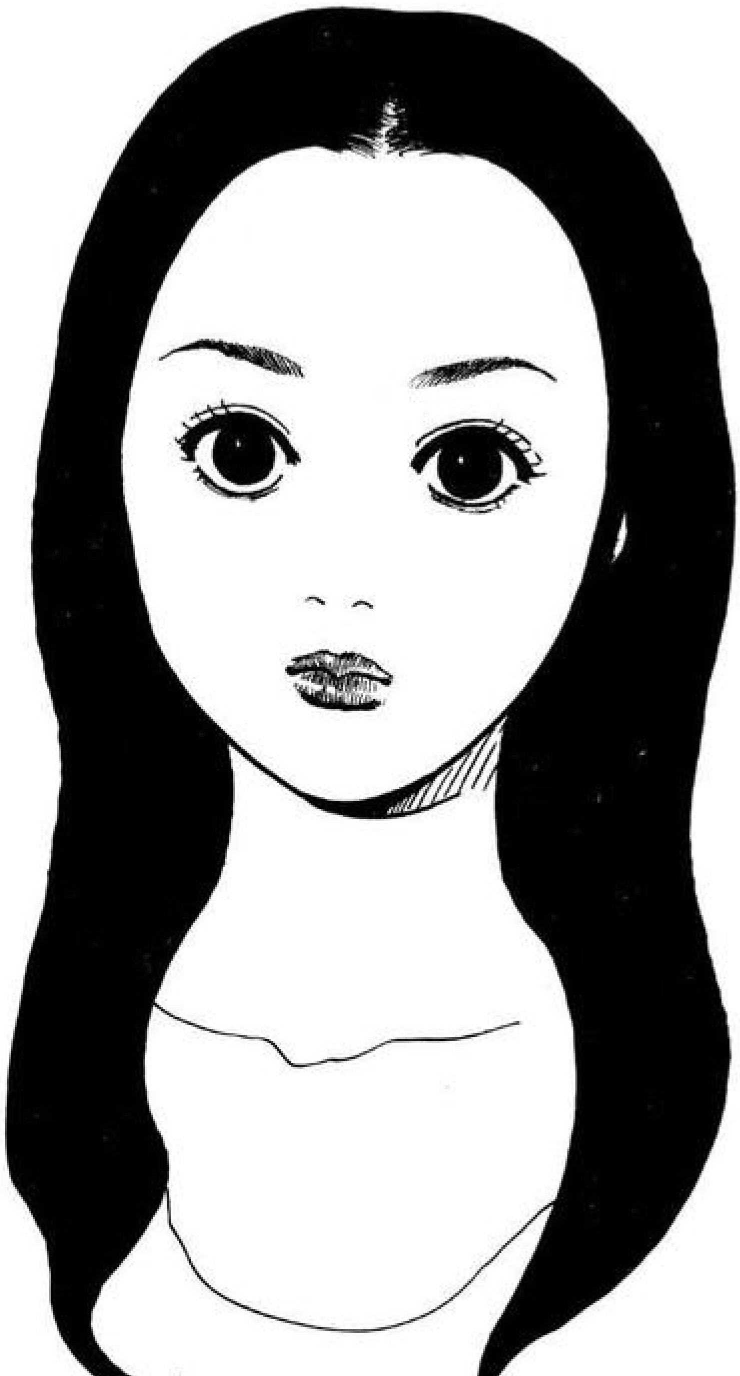

HEH HEH HEH.
I DID IT! I CUT YOUR HAIR...
BY...
...CUTTING HAIR (WITH MY FAVORITE SCISSORS)...
...AND EATING IT!!
CHEW
CHEW
I CAN FIND OUT INFORMATION NOT EVEN YOU KNOW ABOUT YOURSELF.
FLESH CONSISTENCY, ILLNESSES, GENETIC POTENTIAL...
STRENGTH... THEN I WILL EXPLOIT YOUR QUIRKS AND...
!!


57 YEARS OLD?!
B-BUT WHAT'S MORE SURPRISING IS...
HER FLESH IS LIKE FORGED STEEL!!
I CAN TELL!!
YEARS OF TRAINING HAVE TAKEN HER FAR BEYOND HER PHYSICAL LIMITS!!
...
TOSS
CHNG
IF I MAY, I'D LIKE TO...
...SPAR WITH YOU, AS A MARTIAL ARTIST.


TOSS
HEH…
SO YOU'RE NOT JUST A CANNIBAL.
ALL RIGHT.
GNG
GNG
SHA!
WOM
FFFT

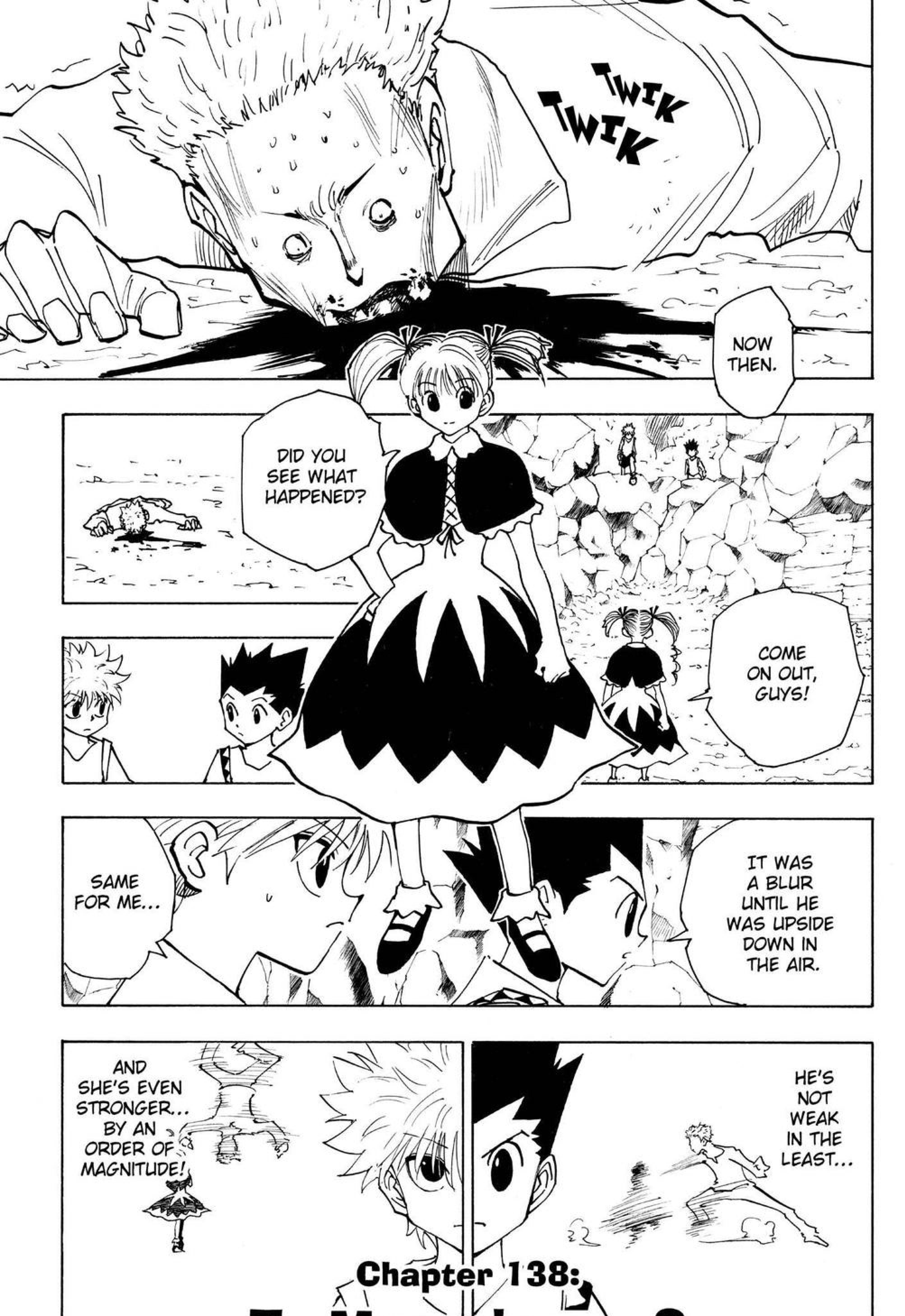

TUG!!
FWING!!
¿¡


WHAM
HAH!
SHK!
TWIK
TWIK
OSU!
...
YOU WERE LUCKY.
I WOULD'VE KILLED YOU IF THIS HAD BEEN A BATTLE OF NEN.



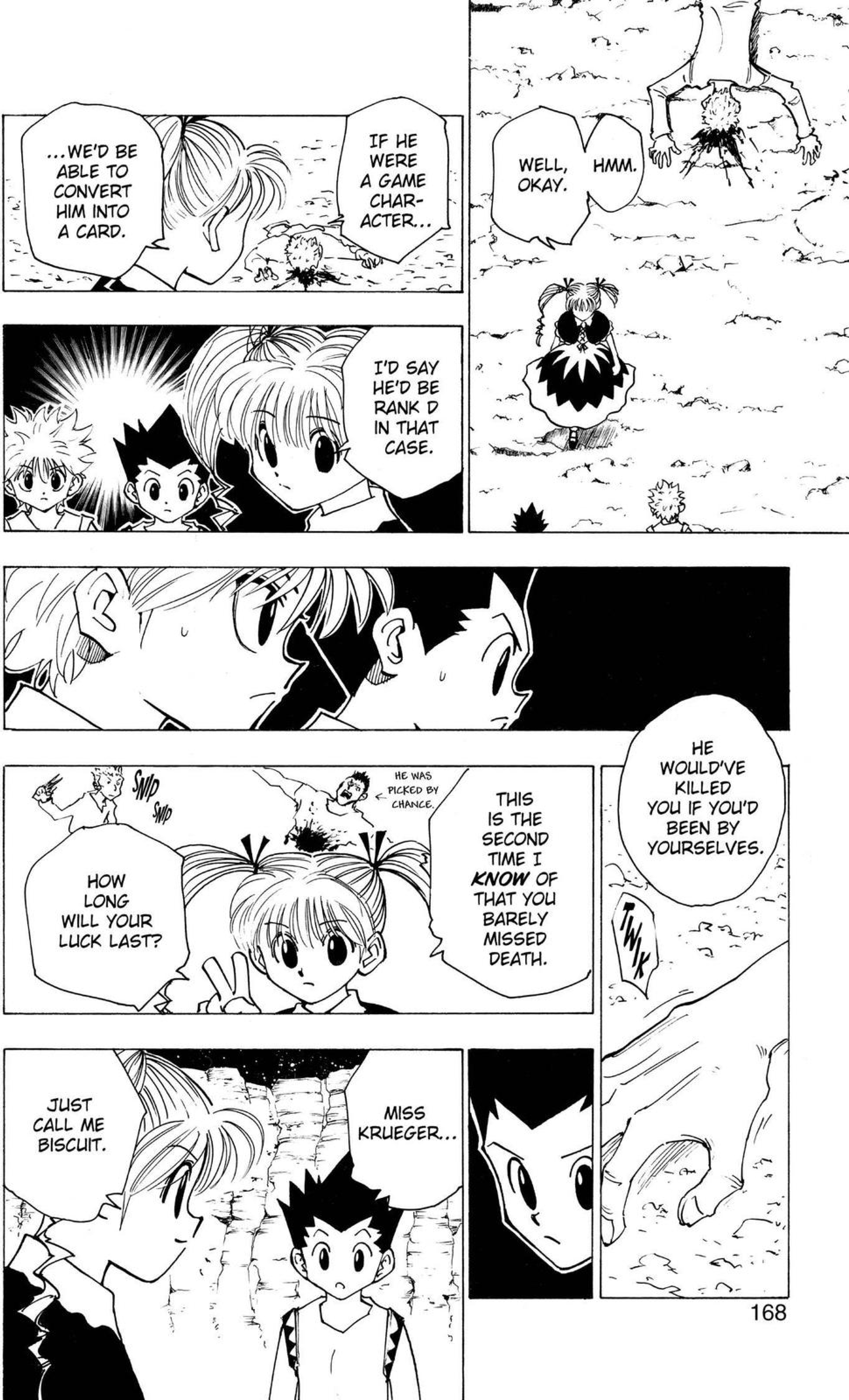
MISS EIKO KOIKE.
I CAN'T GET IT TO
LOOK LIKE HER.

GREAT ACTRESS.

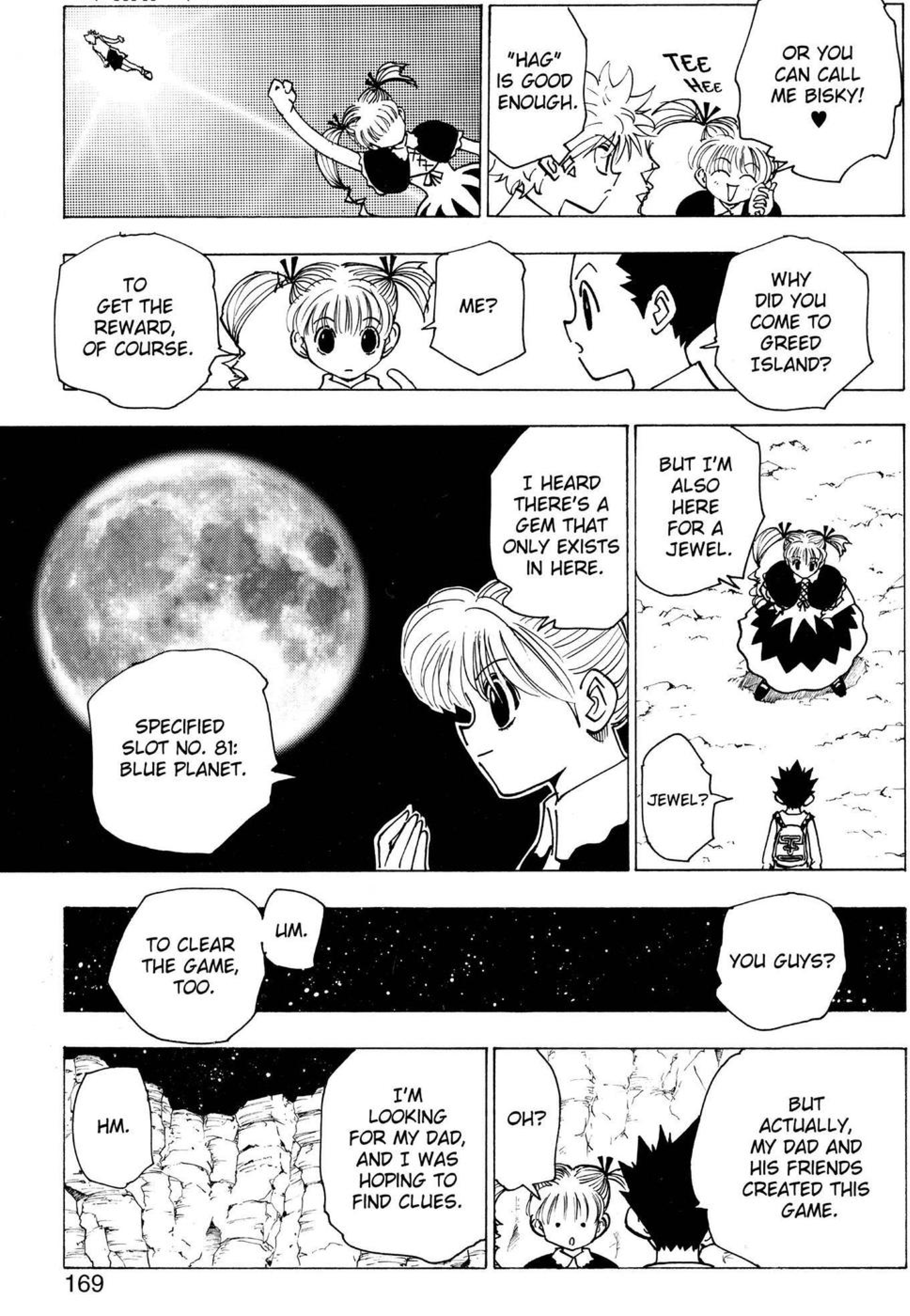

TWIK TWIK
NOW THEN.
DID YOU SEE WHAT HAPPENED?
COME ON OUT, GUYS!
IT WAS A BLUR UNTIL HE WAS UPSIDE DOWN IN THE AIR.
SAME FOR ME...
HE'S NOT WEAK IN THE LEAST...
AND SHE'S EVEN STRONGER... BY AN ORDER OF MAGNITUDE!

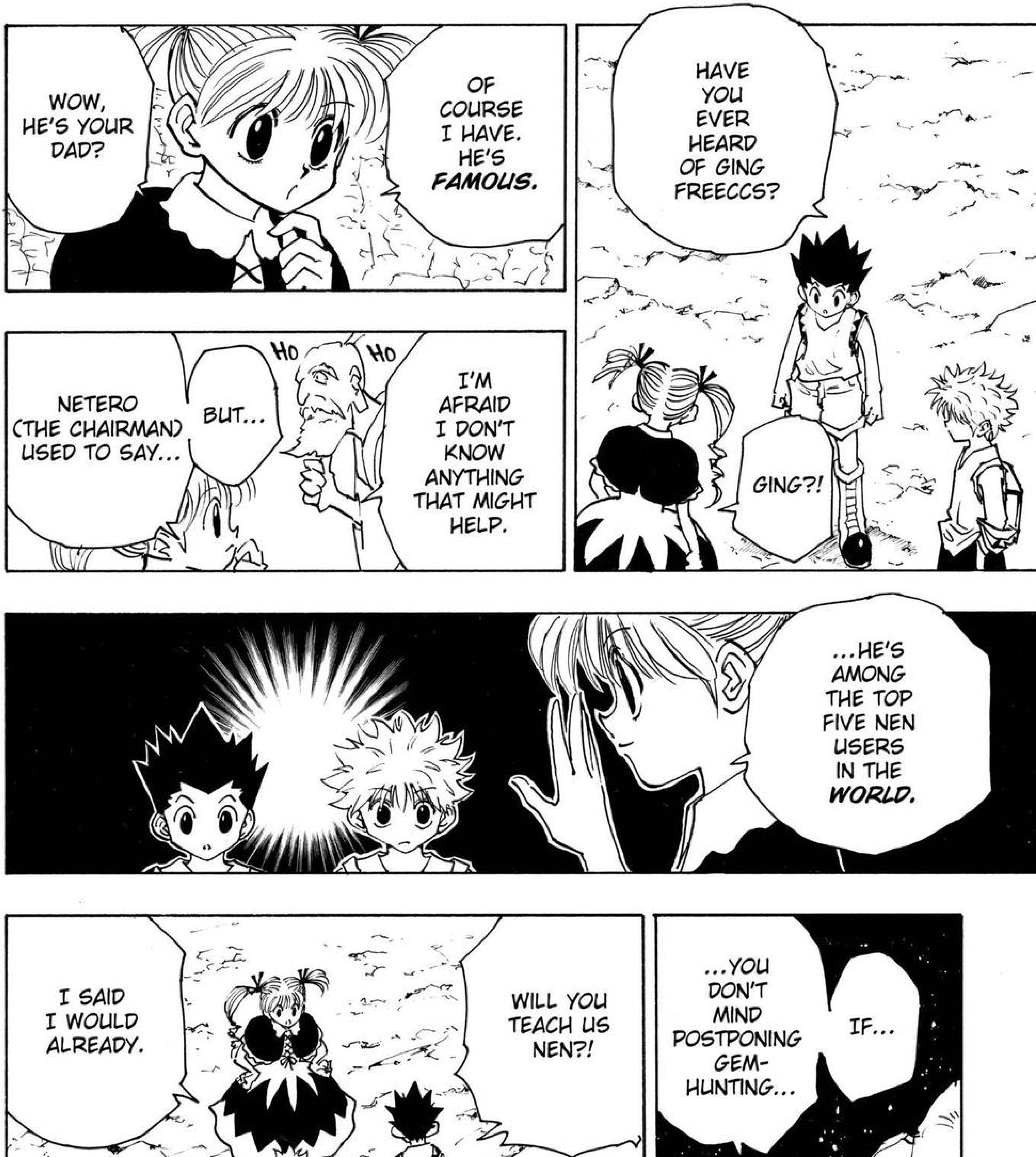
Chapter 138:

To Masadora...?

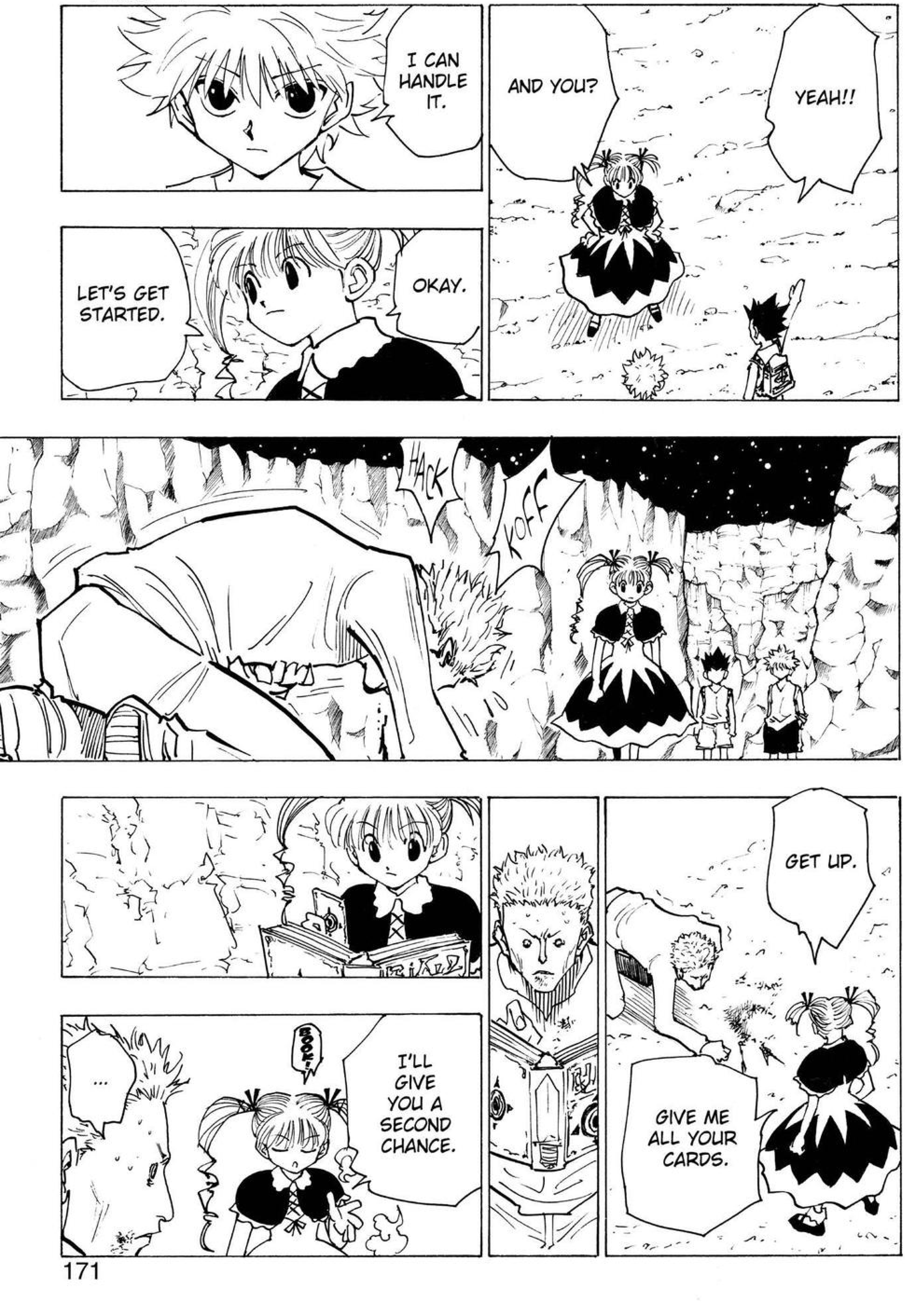

HMM.
WELL, OKAY.
IF HE WERE A GAME CHARACTER...
...WE'D BE ABLE TO CONVERT HIM INTO A CARD.
I'D SAY HE'D BE RANK D IN THAT CASE.
HE WOULD'VE KILLED YOU IF YOU'D BEEN BY YOURSELVES.
TWIK
HE WAS PICKED BY CHANCE.
SNIP SNIP
THIS IS THE SECOND TIME I ***KNOW*** OF THAT YOU BARELY MISSED DEATH.
HOW LONG WILL YOUR LUCK LAST?
MISS KRUEGER...
JUST CALL ME BISCUIT.

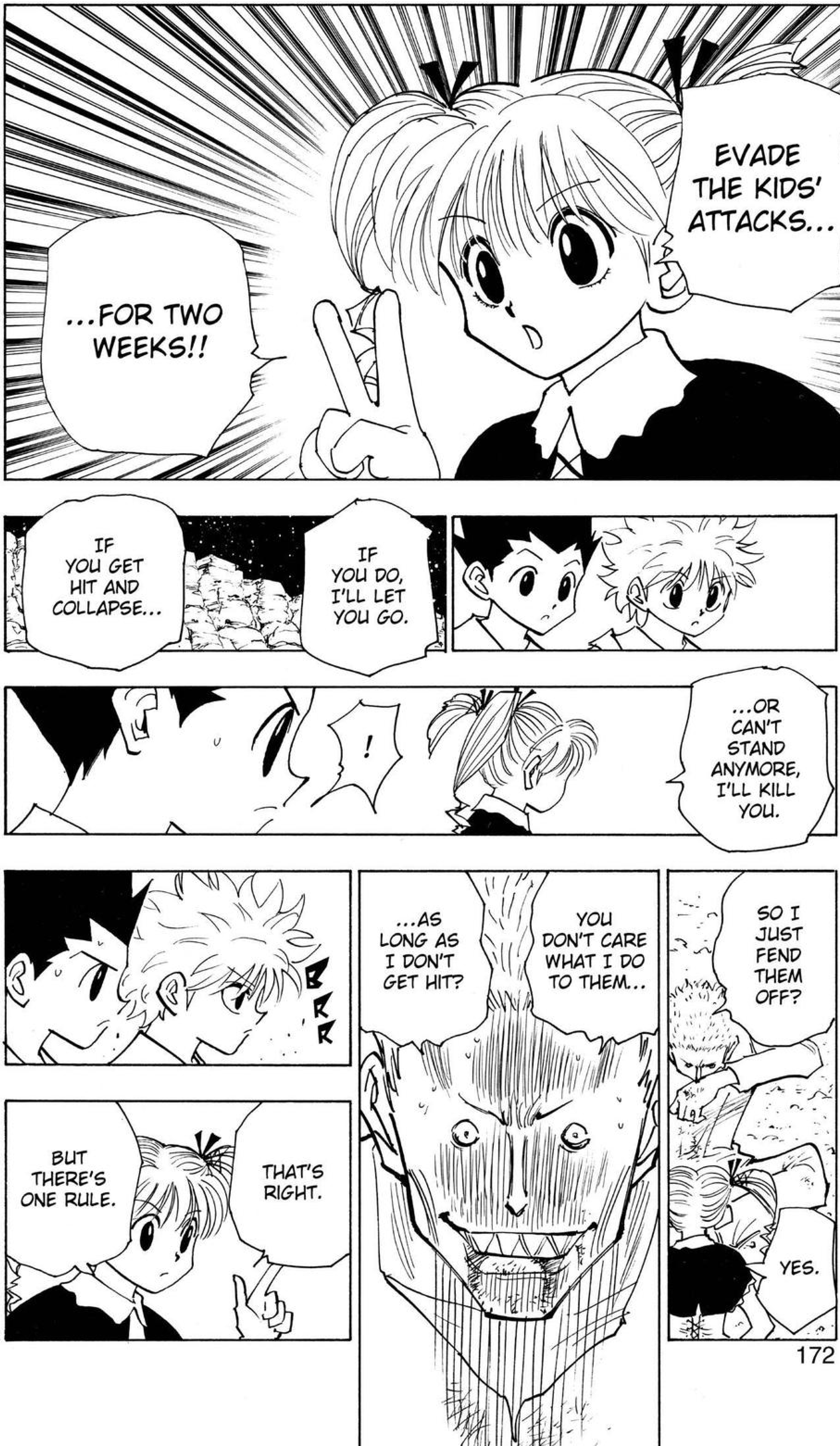
READ THIS WAY

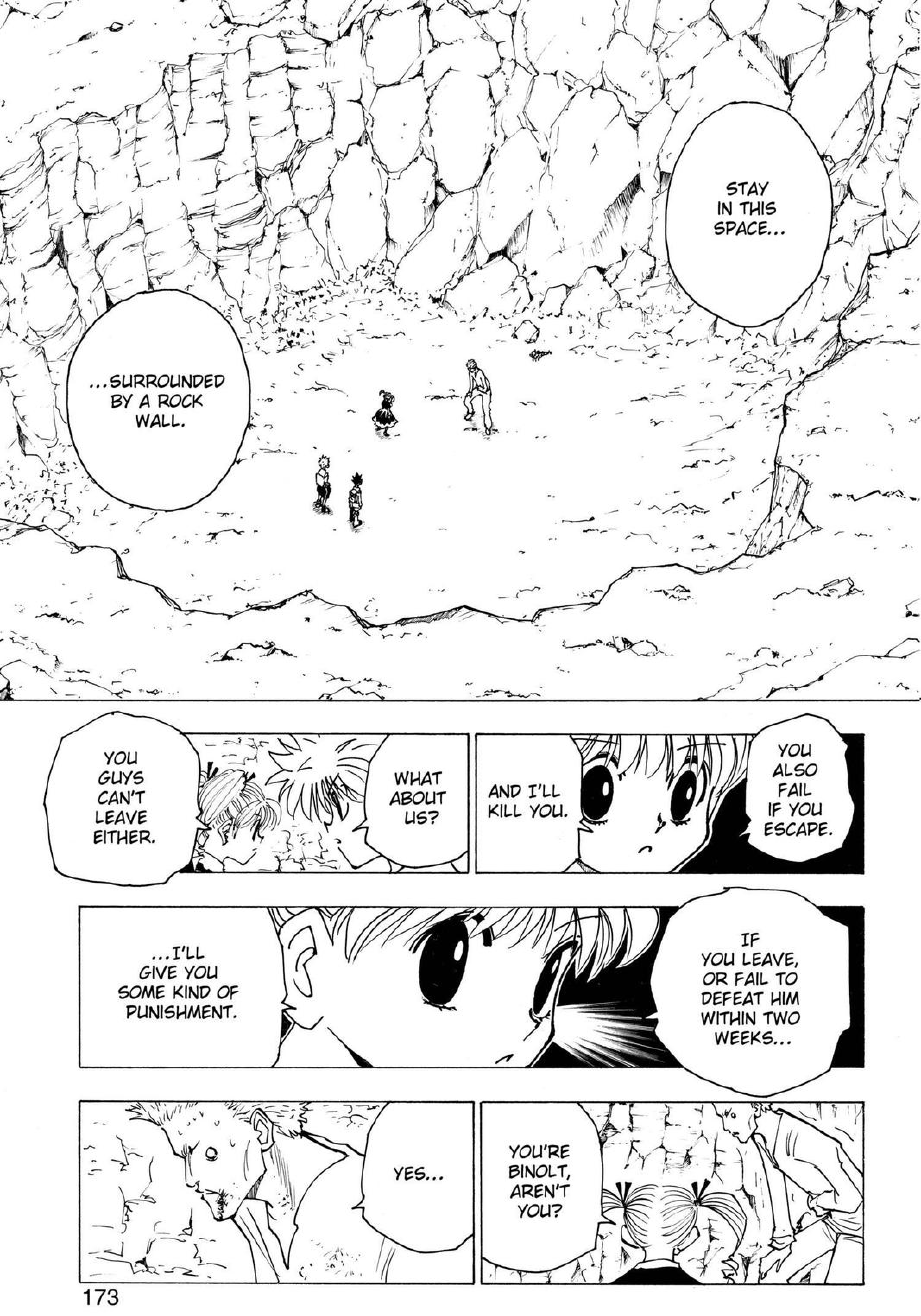

OR YOU CAN CALL ME BISKY! ♥
TEE HEE
"HAG" IS GOOD ENOUGH.
WHY DID YOU COME TO GREED ISLAND?
ME?
TO GET THE REWARD, OF COURSE.
BUT I'M ALSO HERE FOR A JEWEL.
JEWEL?
I HEARD THERE'S A GEM THAT ONLY EXISTS IN HERE.
SPECIFIED SLOT NO. 81: BLUE PLANET.
YOU GUYS?
UM.
TO CLEAR THE GAME, TOO.
BUT ACTUALLY, MY DAD AND HIS FRIENDS CREATED THIS GAME.
OH?
I'M LOOKING FOR MY DAD, AND I WAS HOPING TO FIND CLUES.
HM.

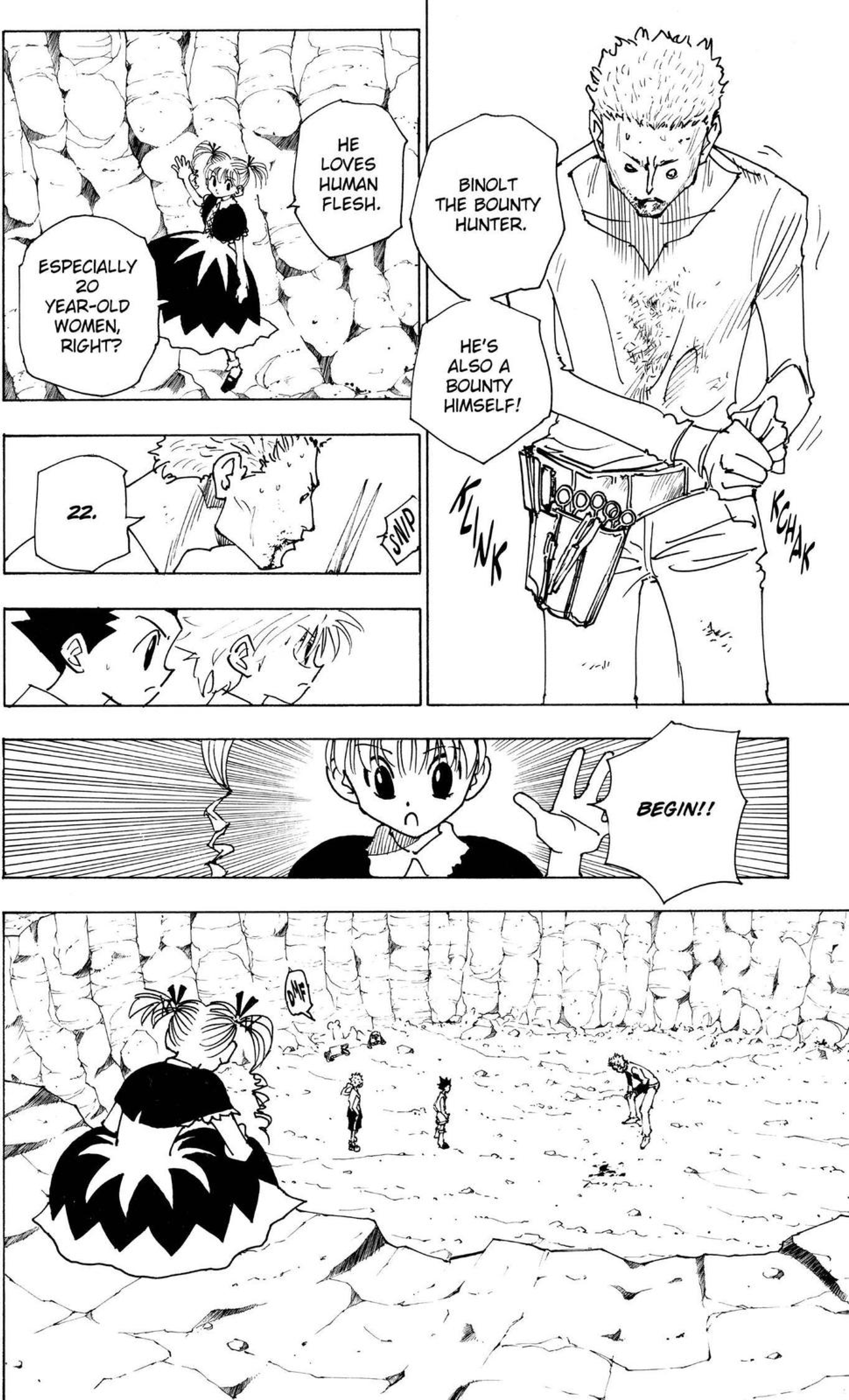

HAVE YOU EVER HEARD OF GING FREECCS?
GING?!
OF COURSE I HAVE. HE'S *FAMOUS.*
WOW, HE'S YOUR DAD?
I'M AFRAID I DON'T KNOW ANYTHING THAT MIGHT HELP.
HO HO
BUT...
NETERO (THE CHAIRMAN) USED TO SAY...
...HE'S AMONG THE TOP FIVE NEN USERS IN THE *WORLD.*
IF...
...YOU DON'T MIND POSTPONING GEM-HUNTING...
WILL YOU TEACH US NEN?!
I SAID I WOULD ALREADY.
BUT I'M NO SOFTIE LIKE WING.
ARE YOU READY FOR ME?

READ THIS WAY

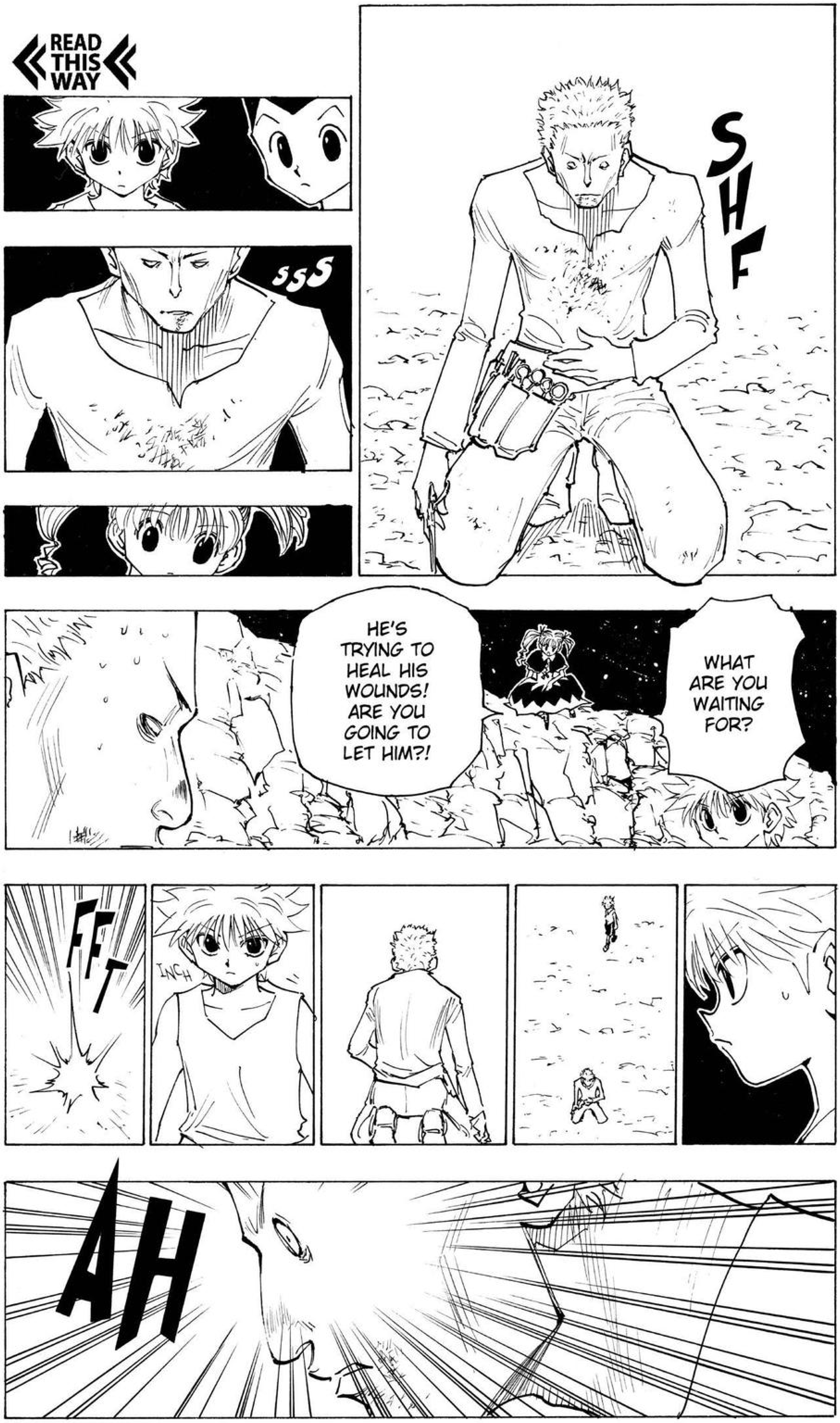

YEAH!!
AND YOU?
I CAN HANDLE IT.
OKAY.
LET'S GET STARTED.
HACK
KOFF
GET UP.
GIVE ME ALL YOUR CARDS.
I'LL GIVE YOU A SECOND CHANCE.
BOOK!
...

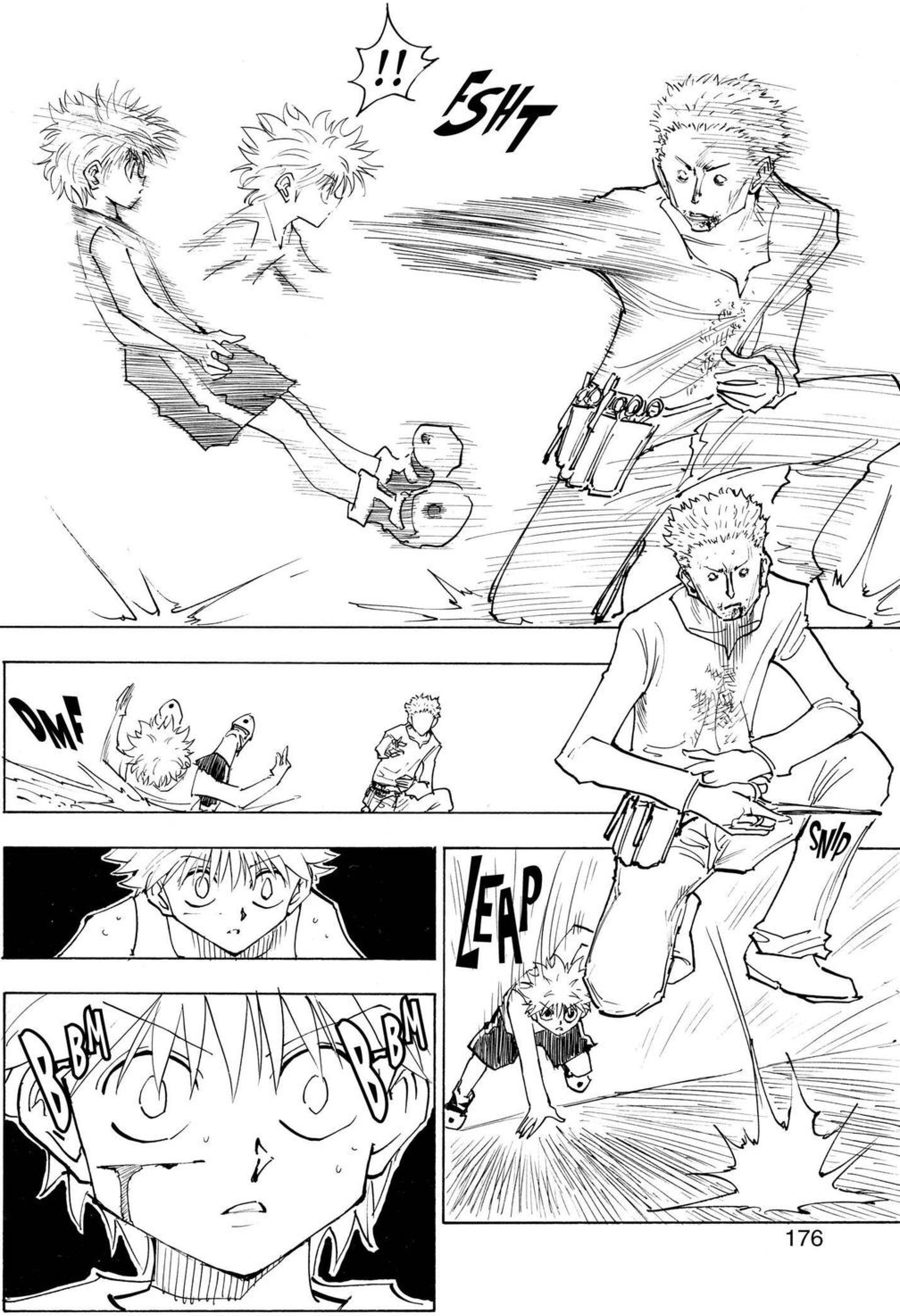

EVADE THE KIDS' ATTACKS...
...FOR TWO WEEKS!!
IF YOU DO, I'LL LET YOU GO.
IF YOU GET HIT AND COLLAPSE...
...OR CAN'T STAND ANYMORE, I'LL KILL YOU.
!
SO I JUST FEND THEM OFF?
YES.
YOU DON'T CARE WHAT I DO TO THEM...
...AS LONG AS I DON'T GET HIT?
BRR
THAT'S RIGHT.
BUT THERE'S ONE RULE.

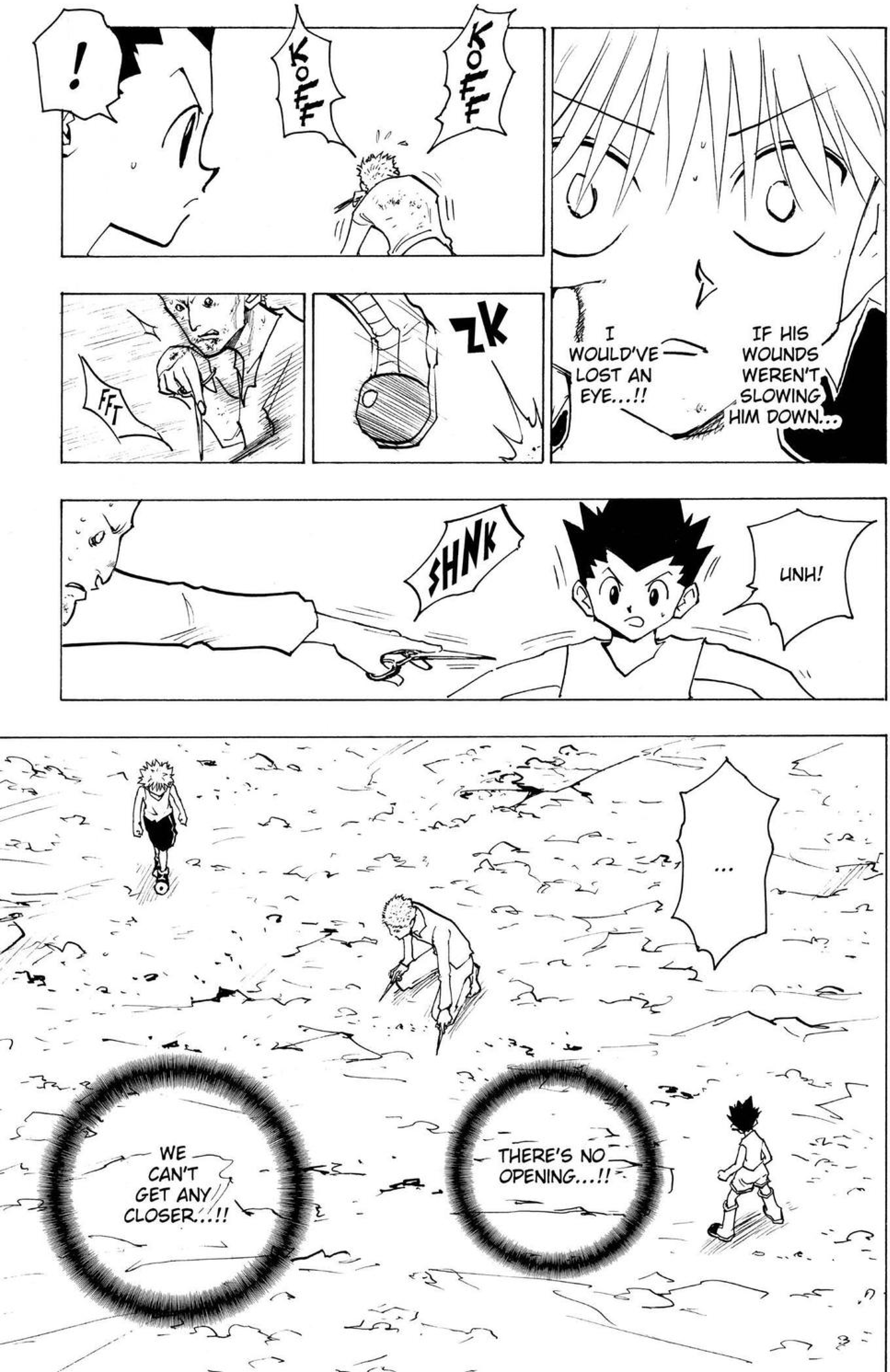

STAY IN THIS SPACE...
...SURROUNDED BY A ROCK WALL.
YOU ALSO FAIL IF YOU ESCAPE.
AND I'LL KILL YOU.
WHAT ABOUT US?
YOU GUYS CAN'T LEAVE EITHER.
IF YOU LEAVE, OR FAIL TO DEFEAT HIM WITHIN TWO WEEKS...
...I'LL GIVE YOU SOME KIND OF PUNISHMENT.
YOU'RE BINOLT, AREN'T YOU?
YES...

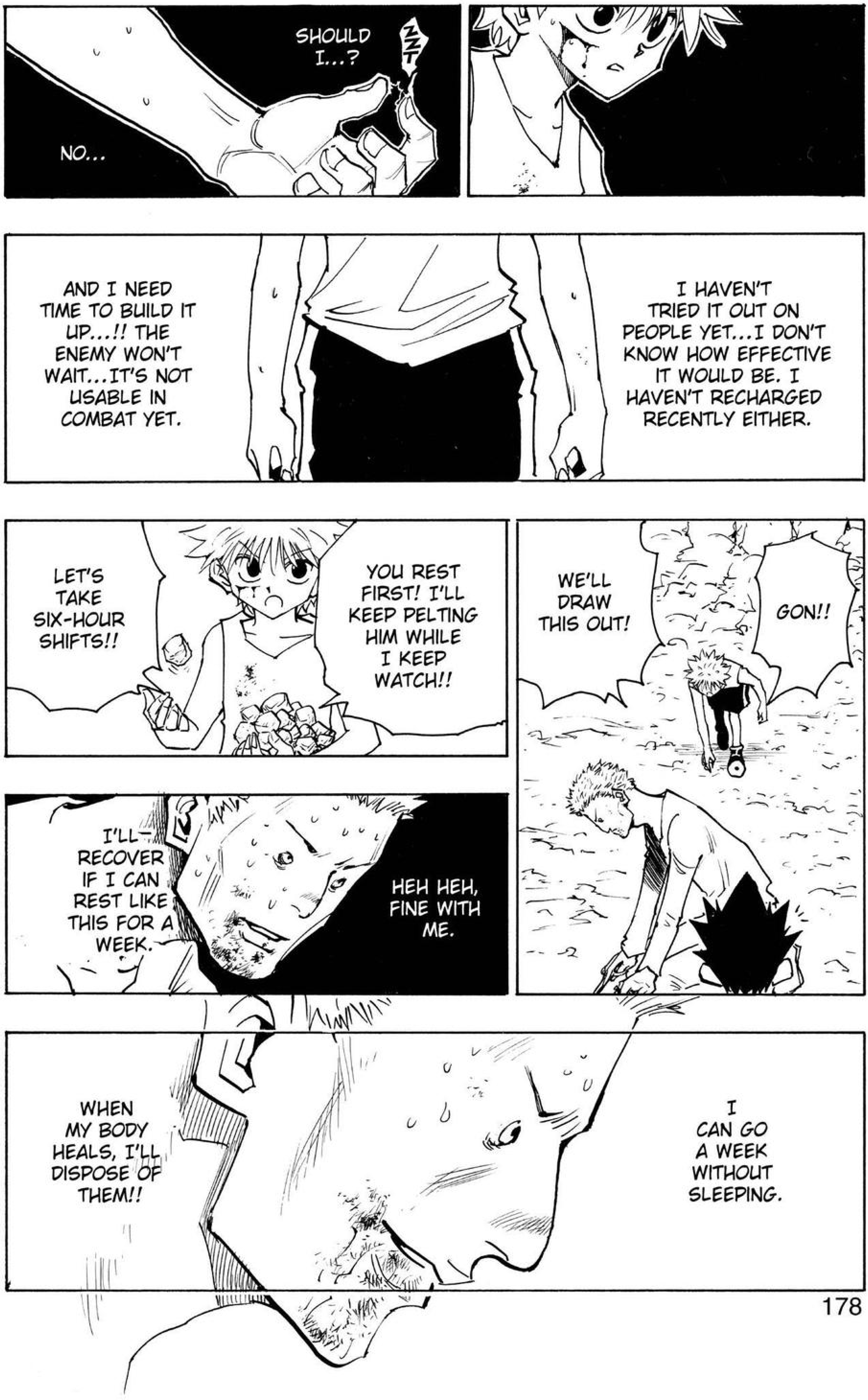

BINOLT THE BOUNTY HUNTER.
HE'S ALSO A BOUNTY HIMSELF!
KLINK
KCHAK
HE LOVES HUMAN FLESH.
ESPECIALLY 20 YEAR-OLD WOMEN, RIGHT?
SNIP
22.
BEGIN!!
OMF

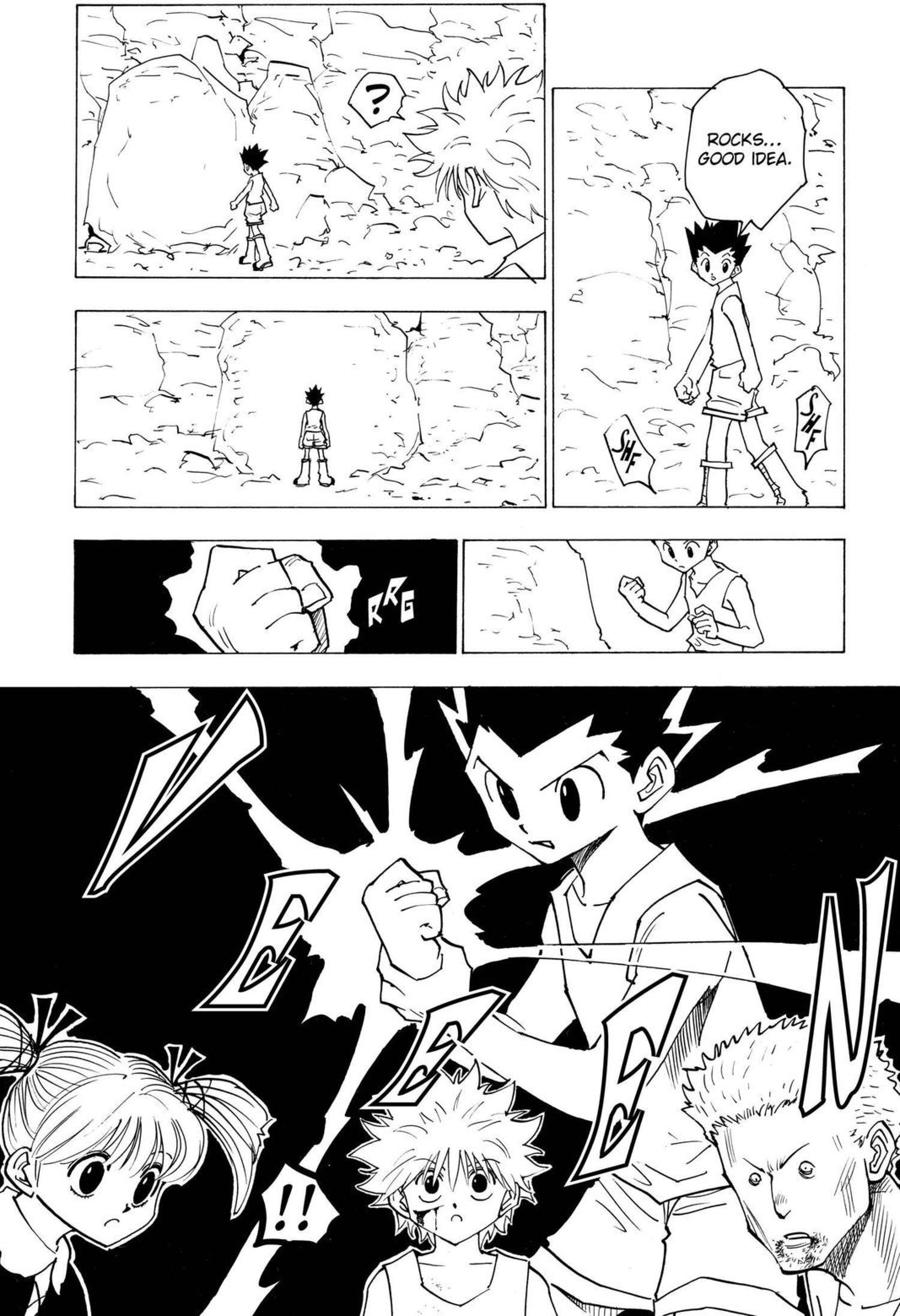
READ THIS WAY

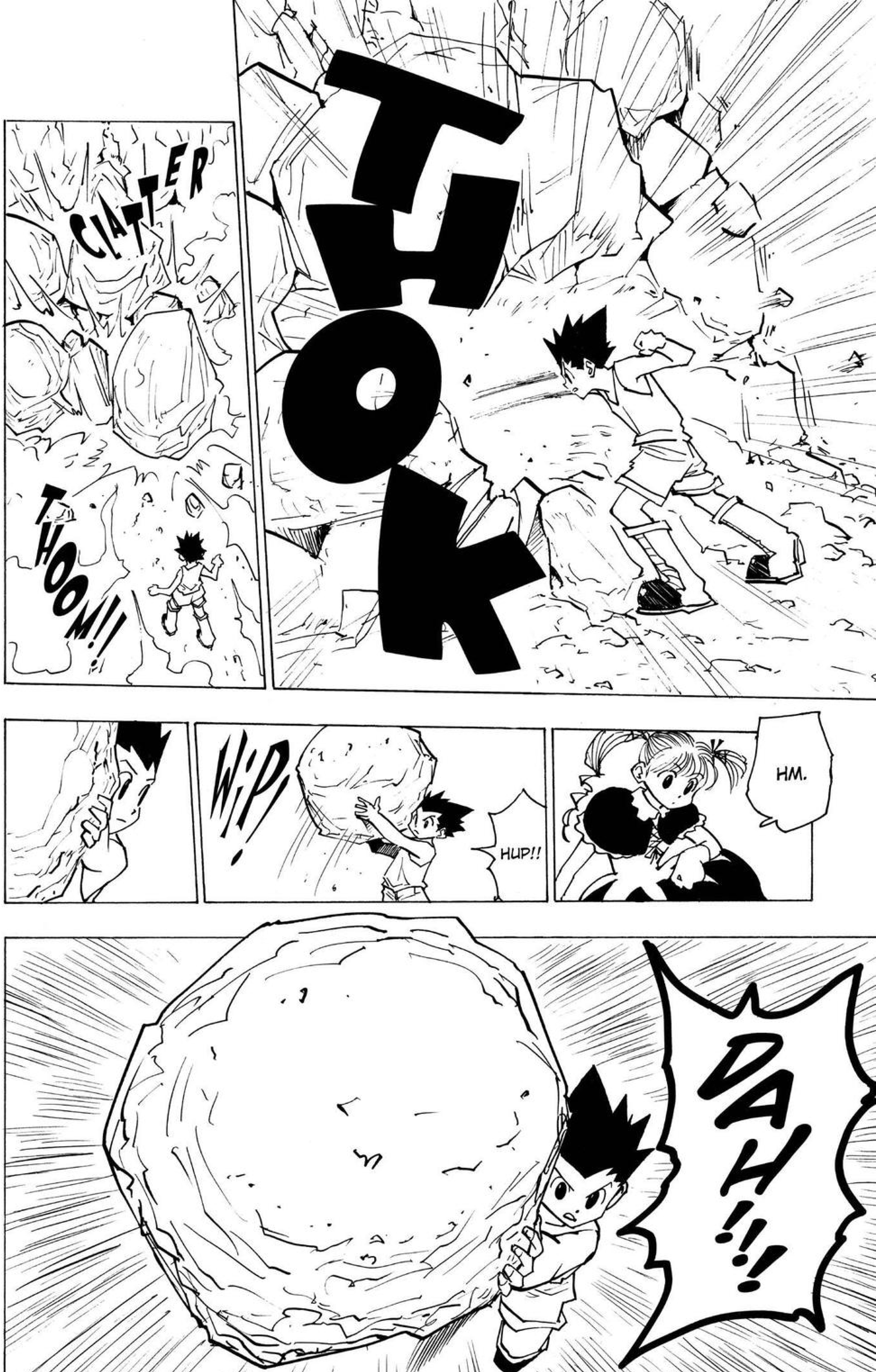

SHF
SSS
WHAT ARE YOU WAITING FOR?
HE'S TRYING TO HEAL HIS WOUNDS! ARE YOU GOING TO LET HIM?!
INCH
FFT
AH

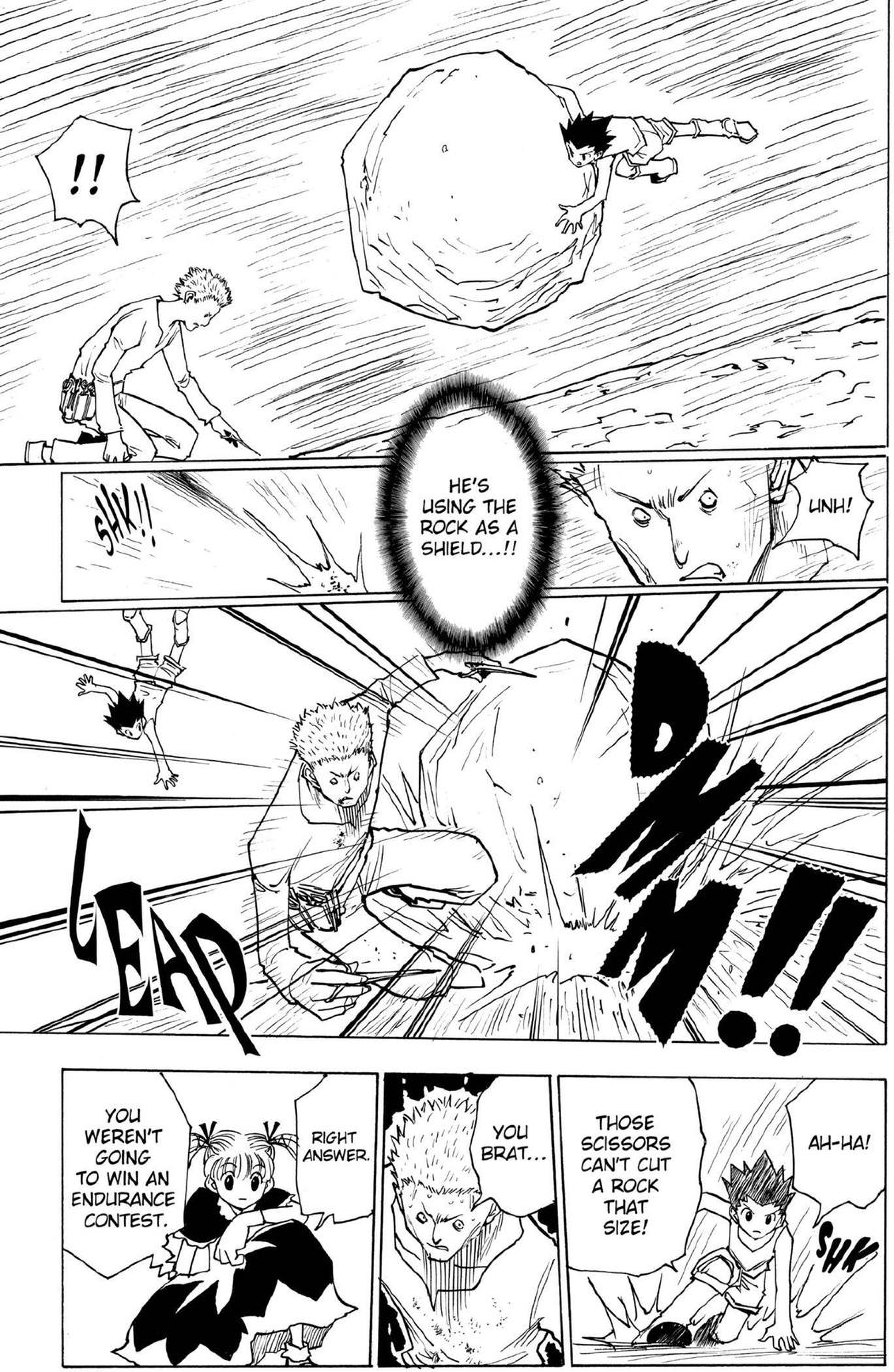

FSHT
!!
SNIP
OMF
LEAP
B-BM
B-BM


IF HIS WOUNDS WEREN'T SLOWING HIM DOWN...
I WOULD'VE LOST AN EYE...!!
KOFF
KOFF
!
ZK
FFT
UNH!
SHNK
...
THERE'S NO OPENING...!!
WE CAN'T GET ANY CLOSER...!!


SHOULD I...?
ZZT
NO...
I HAVEN'T TRIED IT OUT ON PEOPLE YET...I DON'T KNOW HOW EFFECTIVE IT WOULD BE. I HAVEN'T RECHARGED RECENTLY EITHER.
AND I NEED TIME TO BUILD IT UP...!! THE ENEMY WON'T WAIT...IT'S NOT USABLE IN COMBAT YET.
GON!!
WE'LL DRAW THIS OUT!
YOU REST FIRST! I'LL KEEP PELTING HIM WHILE I KEEP WATCH!!
LET'S TAKE SIX-HOUR SHIFTS!!
HEH HEH, FINE WITH ME.
I'LL RECOVER IF I CAN REST LIKE THIS FOR A WEEK.
I CAN GO A WEEK WITHOUT SLEEPING.
WHEN MY BODY HEALS, I'LL DISPOSE OF THEM!!

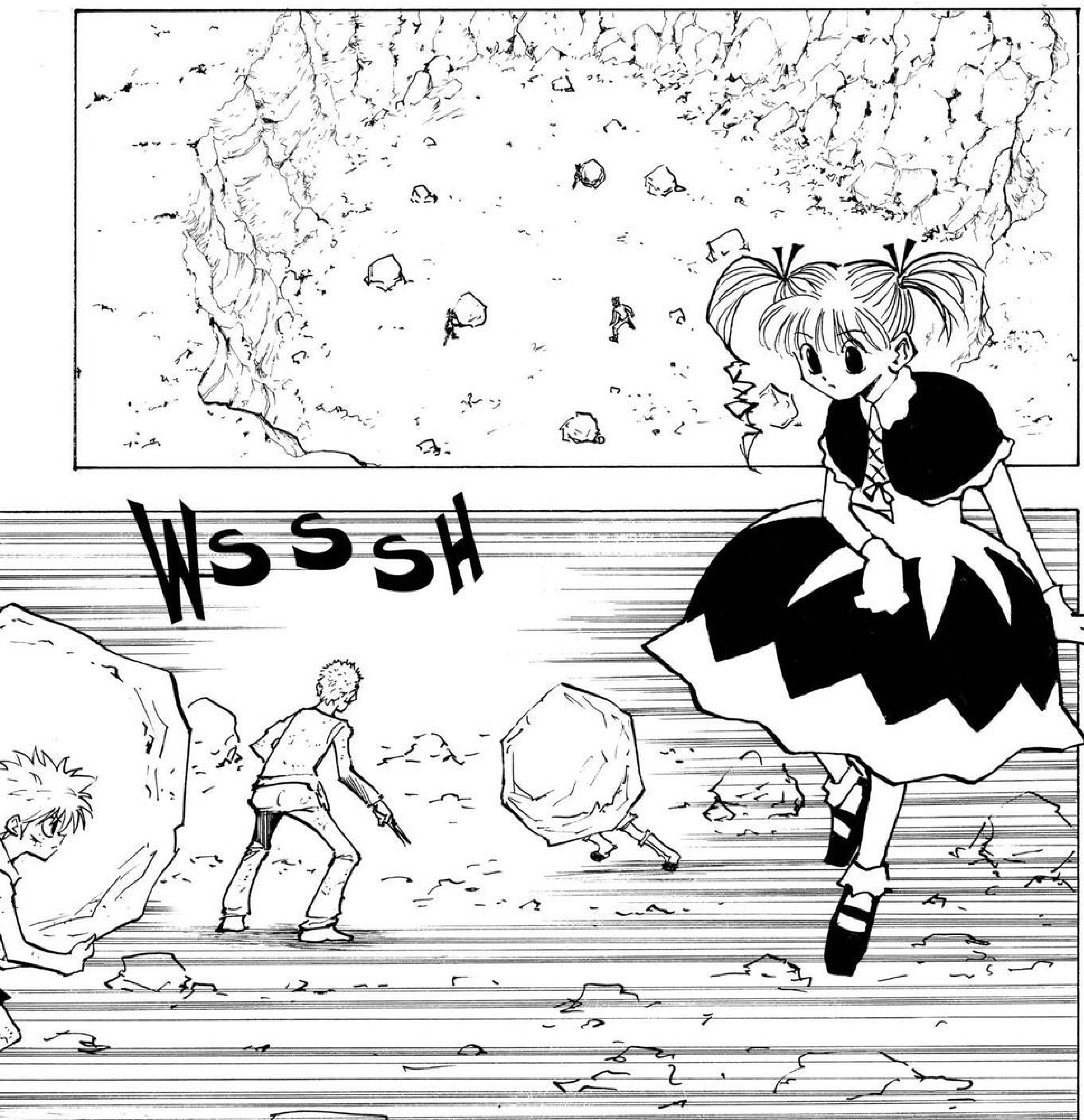

ROCKS... GOOD IDEA.
SHF
SHF
?
RRG
VEEEEN
!!

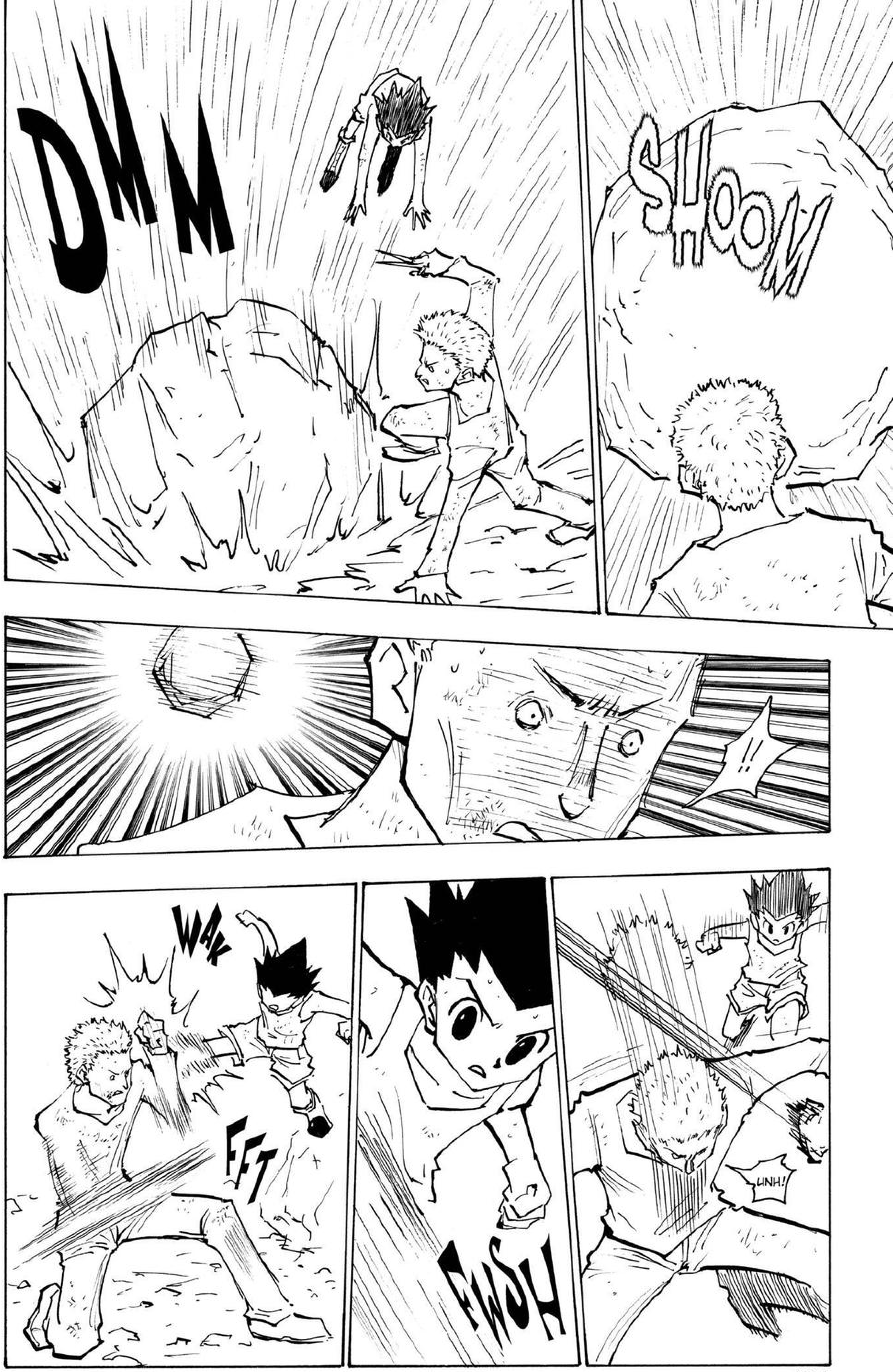

THOOK
CLATTER
THOOM!!
HM.
HUP!!
WIP!
DAH!!!

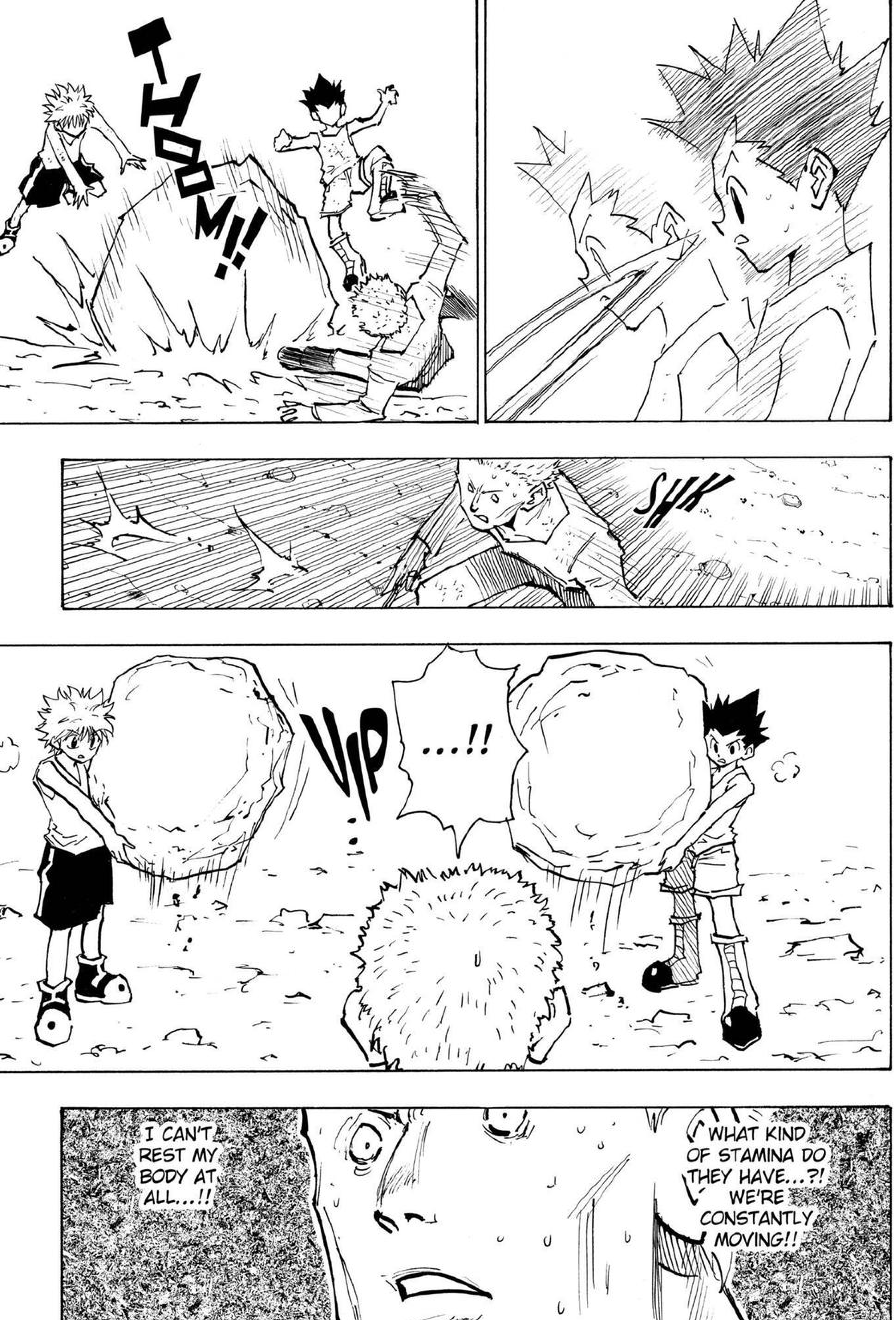

!!
UNH!
HE'S USING THE ROCK AS A SHIELD...!!
SHK!!
DMM!!
LEAP
AH-HA!
THOSE SCISSORS CAN'T CUT A ROCK THAT SIZE!
SHK
YOU BRAT...
RIGHT ANSWER.
YOU WEREN'T GOING TO WIN AN ENDURANCE CONTEST.

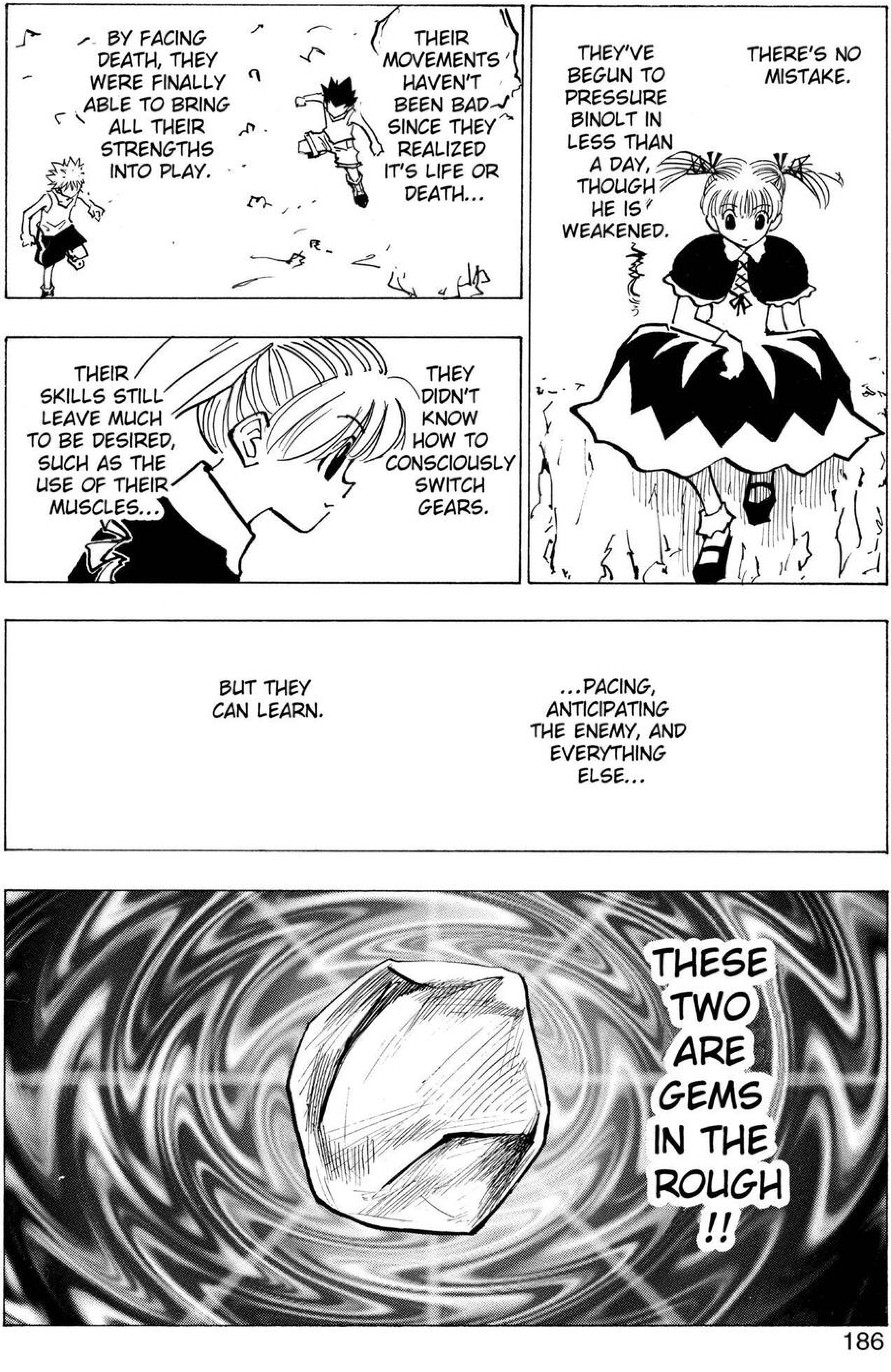
Chapter 139

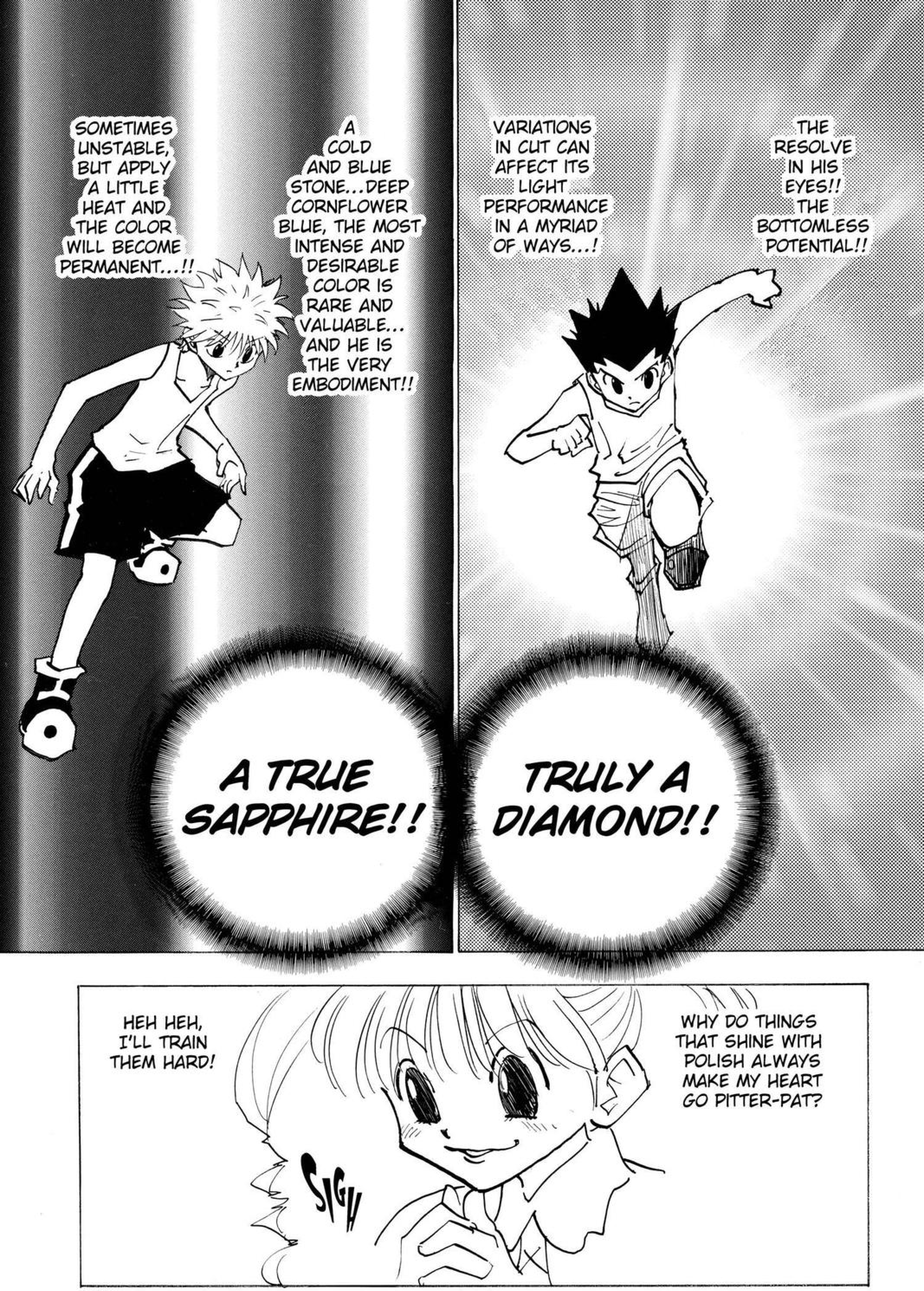
Are They Really Going to Masadora?

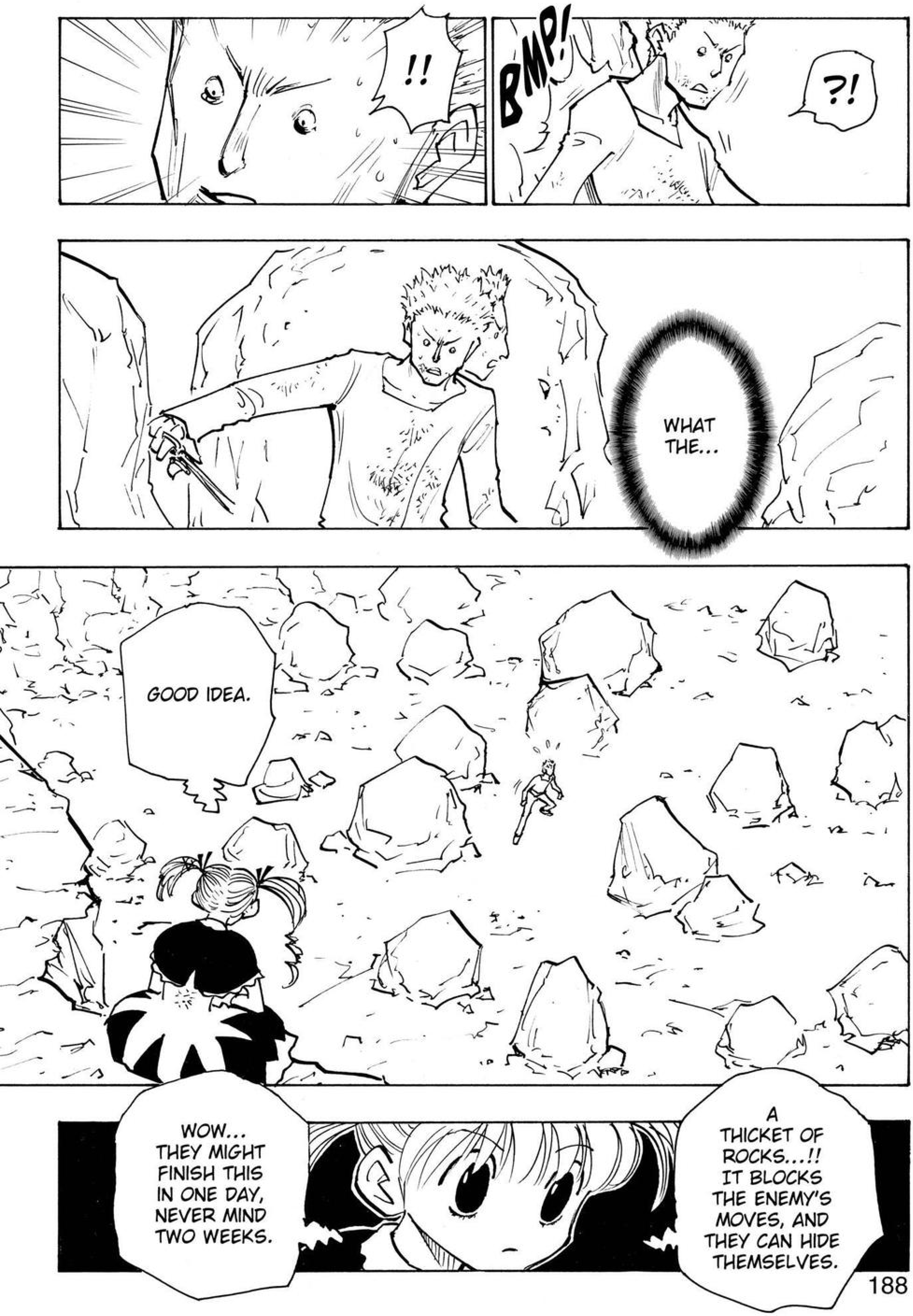



SHOOM
DMM
!!
UNH!
FWSH
WAK
FFT

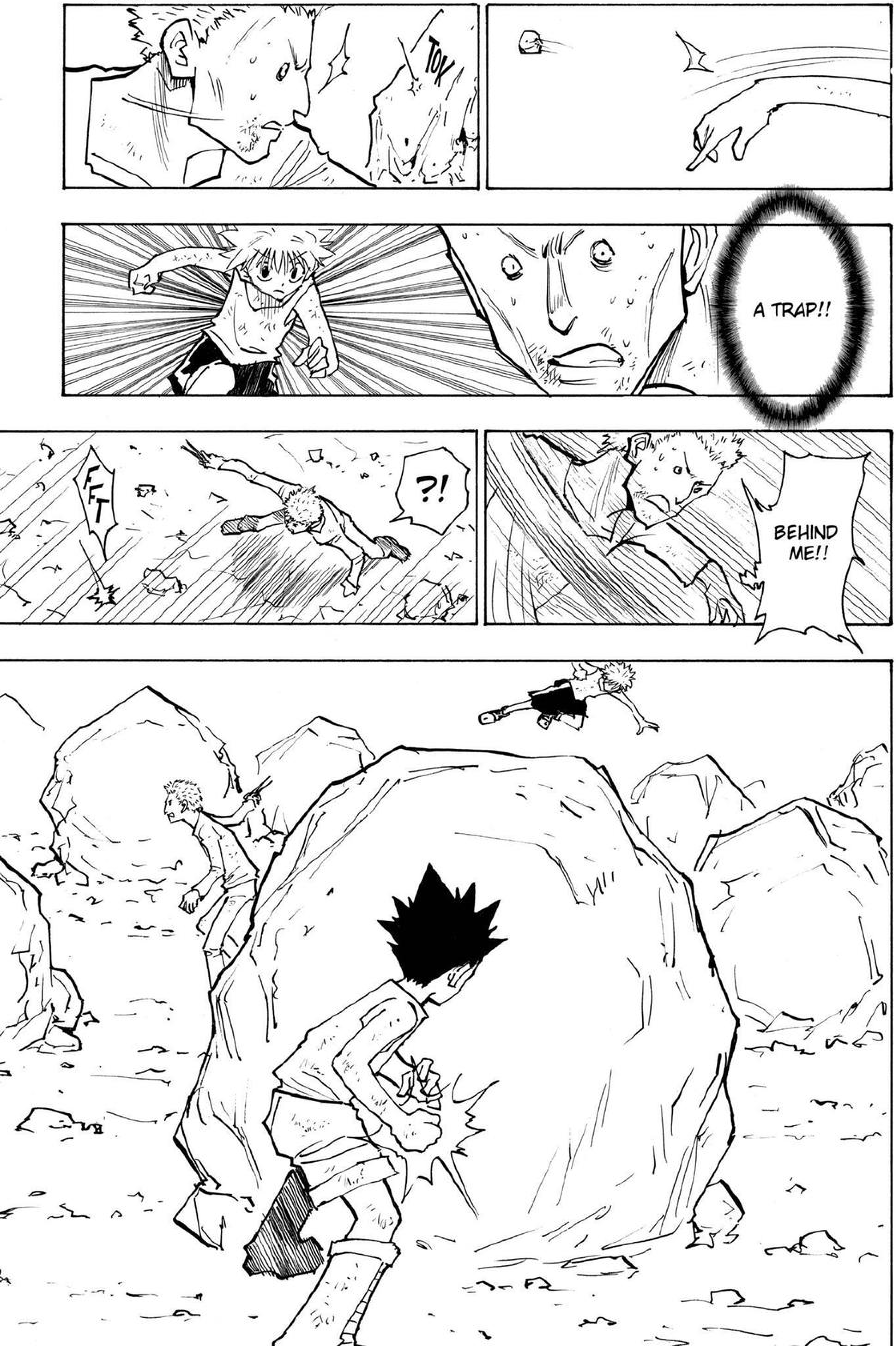

THOOM!!
SHK
...!!
VIP
WHAT KIND OF STAMINA DO THEY HAVE...?! WE'RE CONSTANTLY MOVING!!
I CAN'T REST MY BODY AT ALL...!!

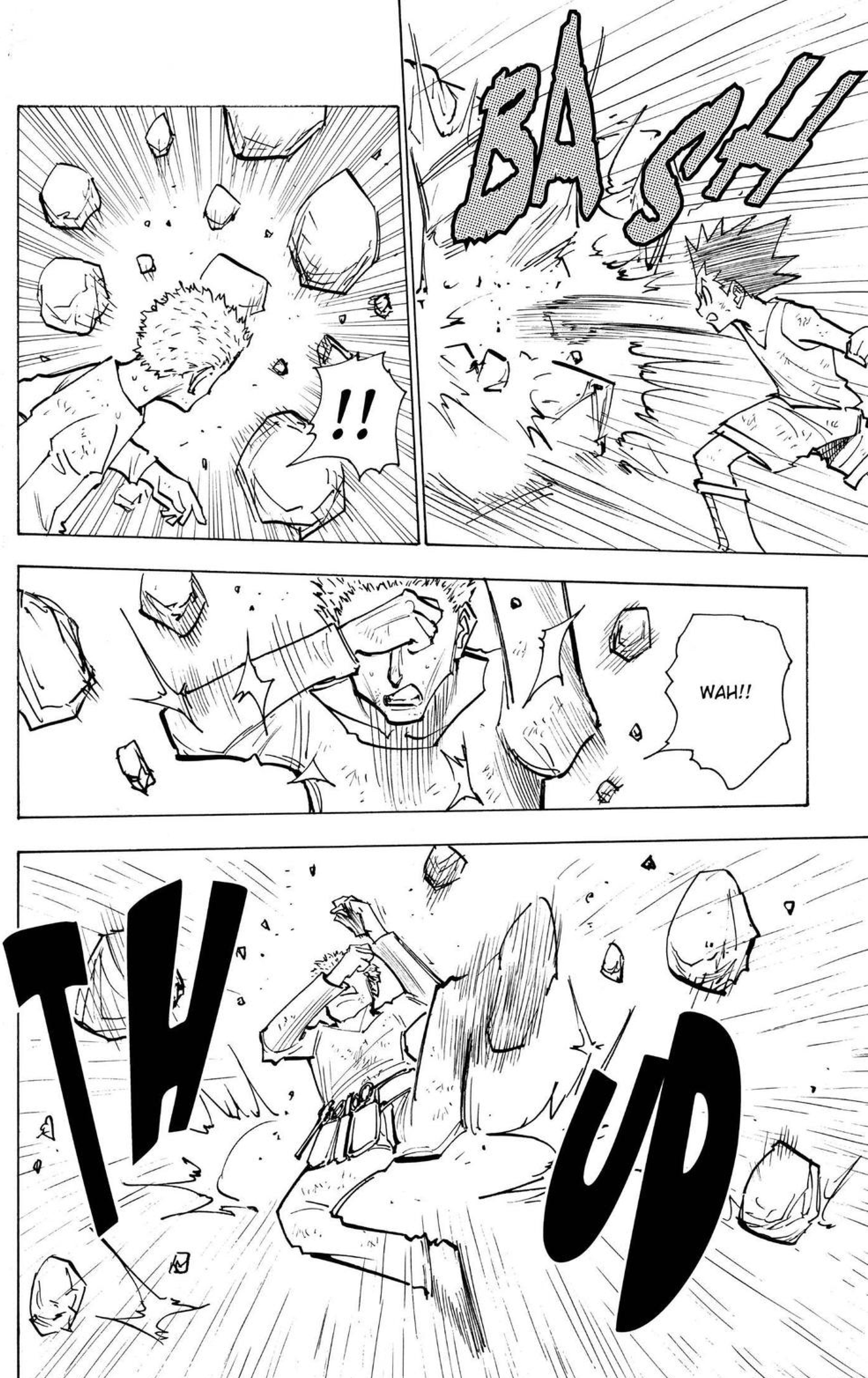

BY FACING DEATH, THEY WERE FINALLY ABLE TO BRING ALL THEIR STRENGTHS INTO PLAY.
THEIR MOVEMENTS HAVEN'T BEEN BAD SINCE THEY REALIZED IT'S LIFE OR DEATH...
THEY'VE BEGUN TO PRESSURE BINOLT IN LESS THAN A DAY, THOUGH HE IS WEAKENED.
THERE'S NO MISTAKE.
THEIR SKILLS STILL LEAVE MUCH TO BE DESIRED, SUCH AS THE USE OF THEIR MUSCLES...
THEY DIDN'T KNOW HOW TO CONSCIOUSLY SWITCH GEARS.
BUT THEY CAN LEARN.
...PACING, ANTICIPATING THE ENEMY, AND EVERYTHING ELSE...
THESE TWO ARE GEMS IN THE ROUGH!!


THE RESOLVE IN HIS EYES!! THE BOTTOMLESS POTENTIAL!!
VARIATIONS IN CUT CAN AFFECT ITS LIGHT PERFORMANCE IN A MYRIAD OF WAYS...!
TRULY A DIAMOND!!
A COLD AND BLUE STONE...DEEP CORNFLOWER BLUE, THE MOST INTENSE AND DESIRABLE COLOR IS RARE AND VALUABLE... AND HE IS THE VERY EMBODIMENT!!
SOMETIMES UNSTABLE, BUT APPLY A LITTLE HEAT AND THE COLOR WILL BECOME PERMANENT...!!
A TRUE SAPPHIRE!!
WHY DO THINGS THAT SHINE WITH POLISH ALWAYS MAKE MY HEART GO PITTER-PAT?
SIGH
HEH HEH, I'LL TRAIN THEM HARD!

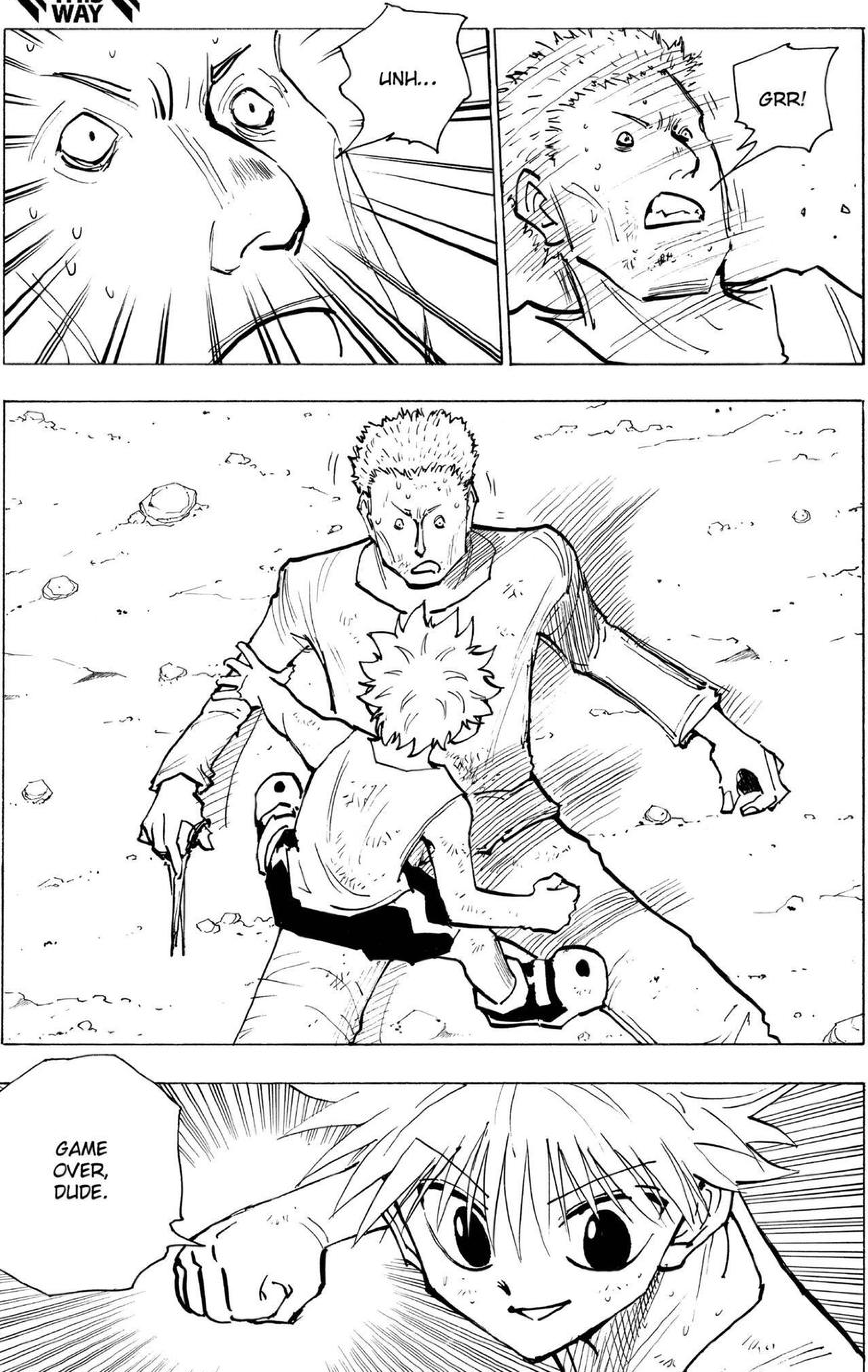

BMP!
?!
!!
WHAT THE...
GOOD IDEA.
A THICKET OF ROCKS...!! IT BLOCKS THE ENEMY'S MOVES, AND THEY CAN HIDE THEMSELVES.
WOW... THEY MIGHT FINISH THIS IN ONE DAY, NEVER MIND TWO WEEKS.

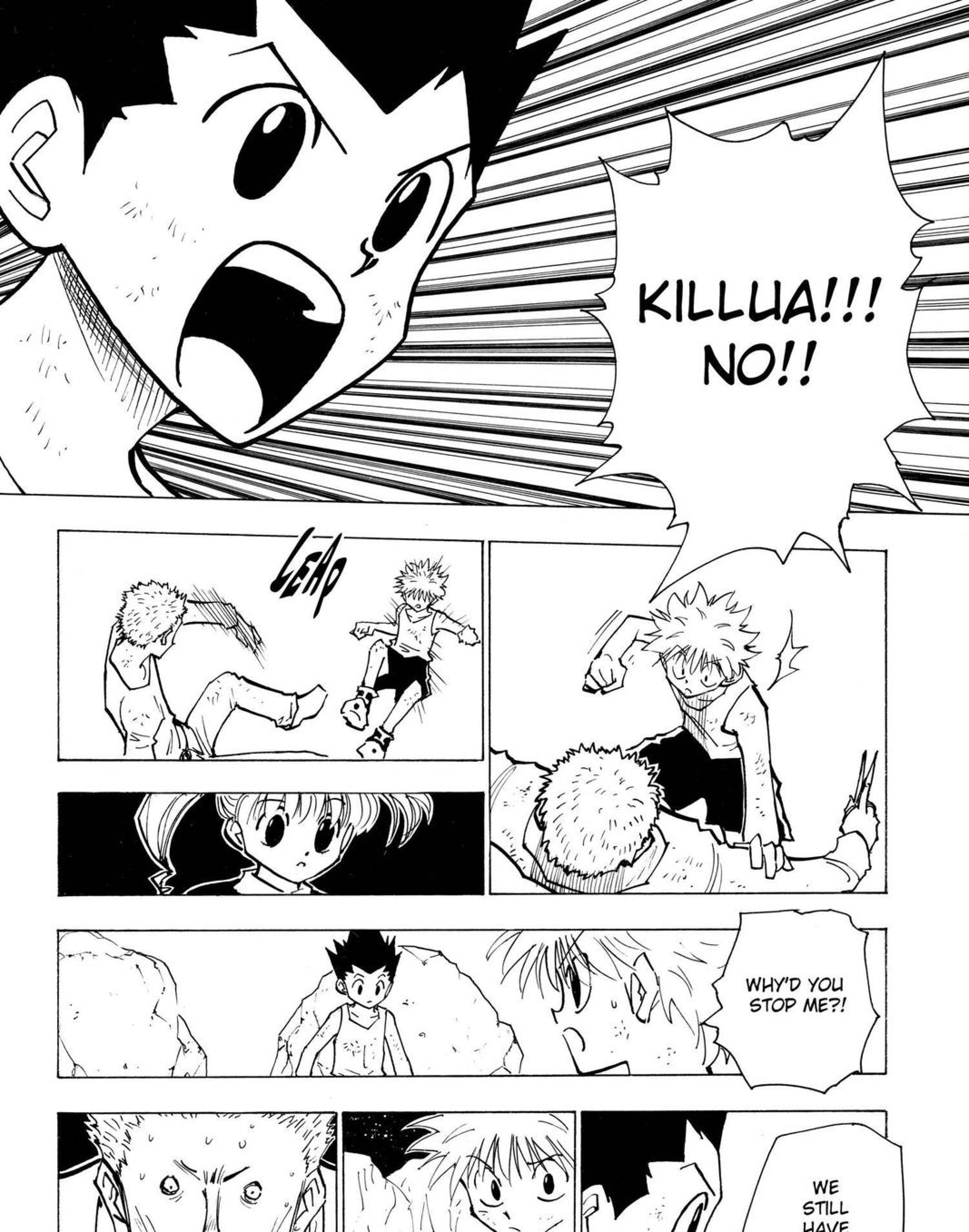
READ THIS WAY

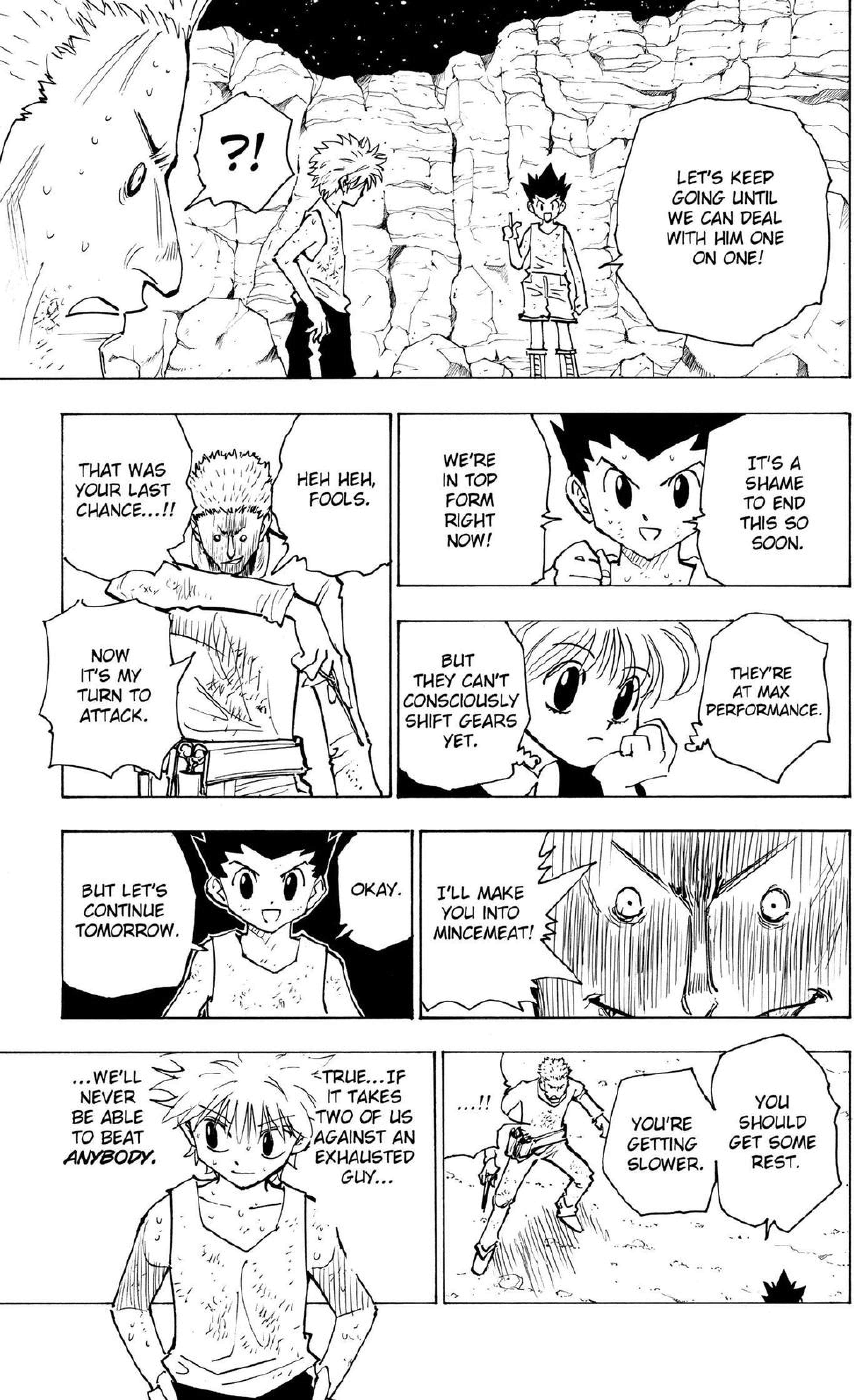

TOK
A TRAP!!
BEHIND ME!!
?!
FFT

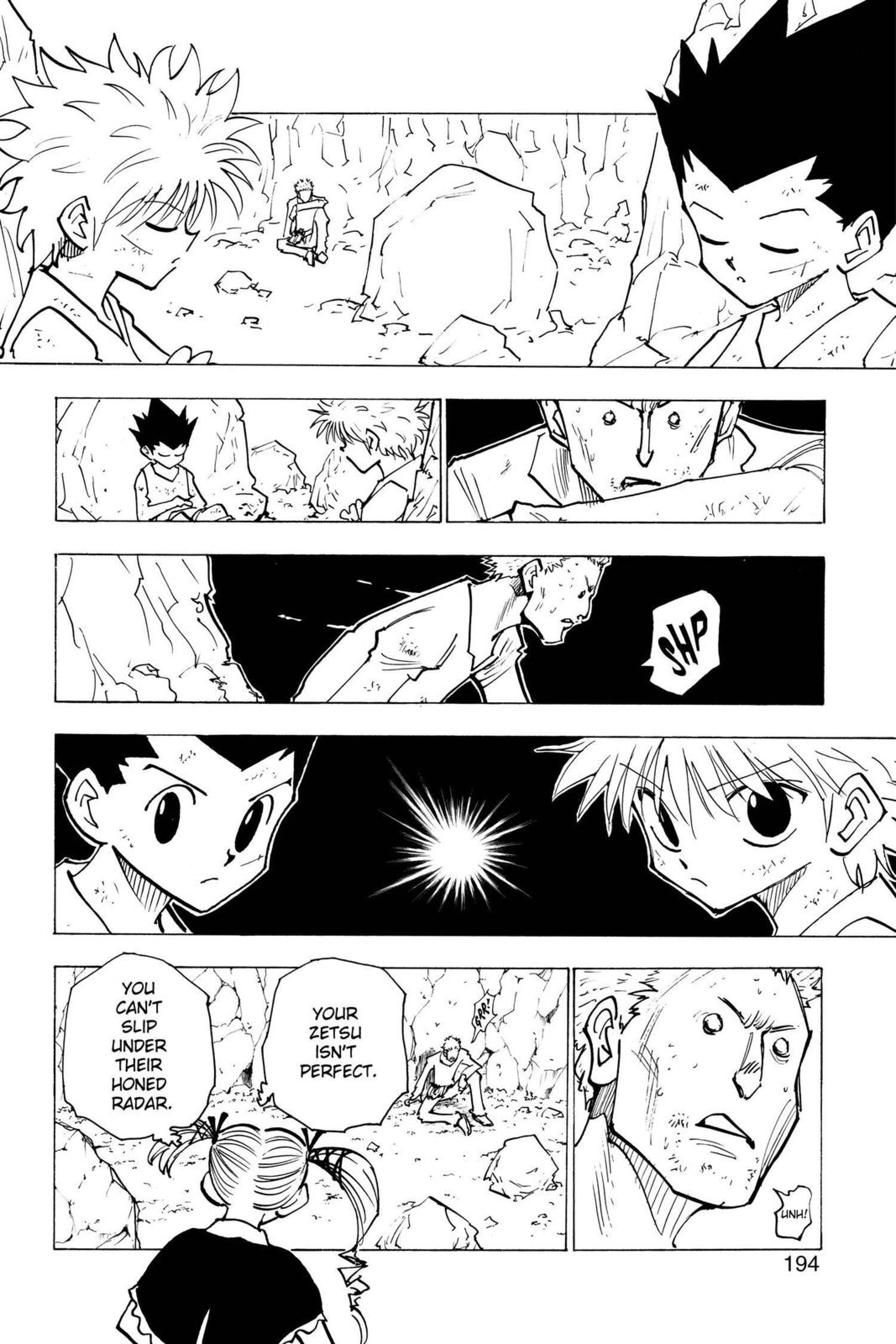

BASH
!!
WAH!!
THUD

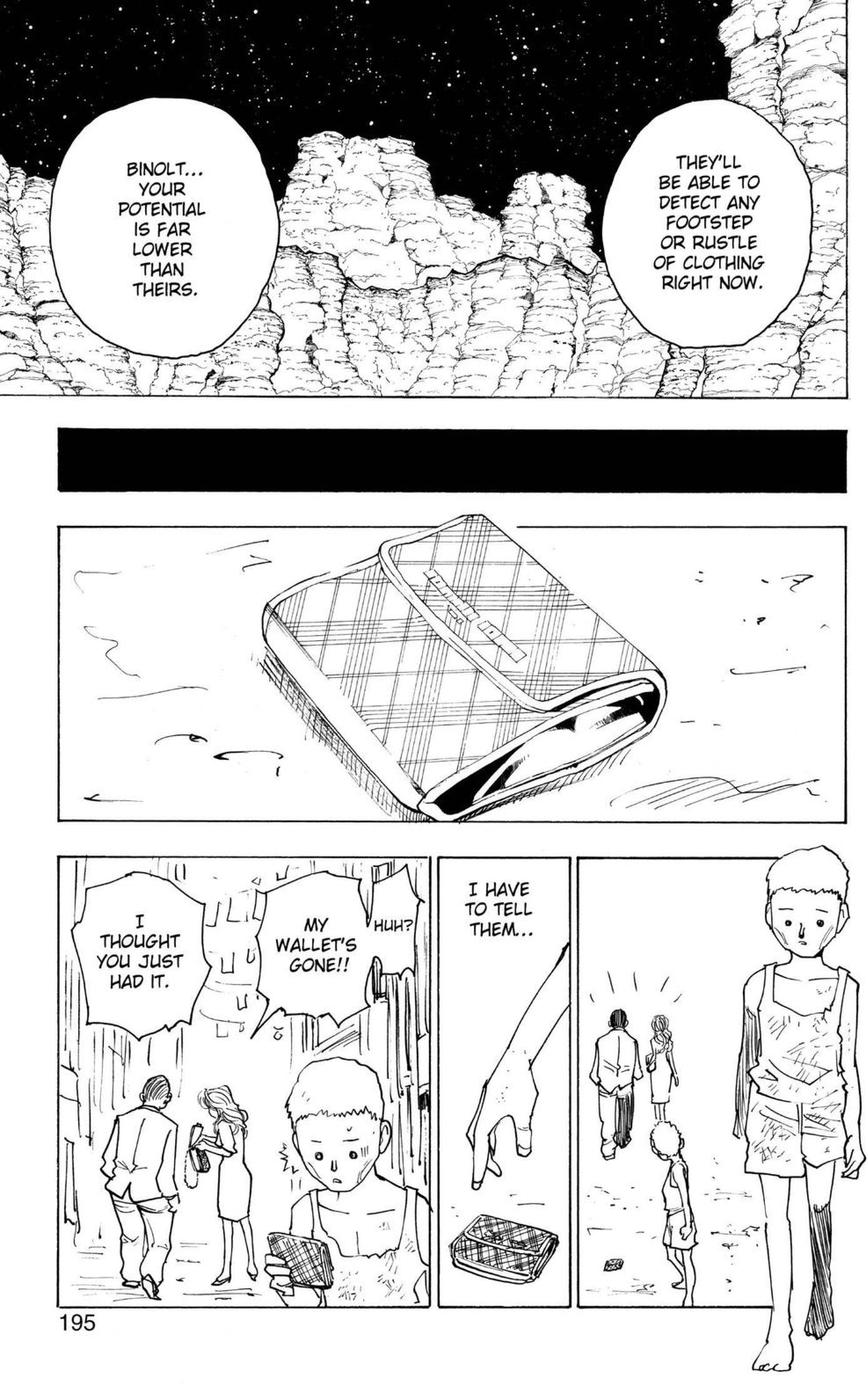
READ THIS WAY

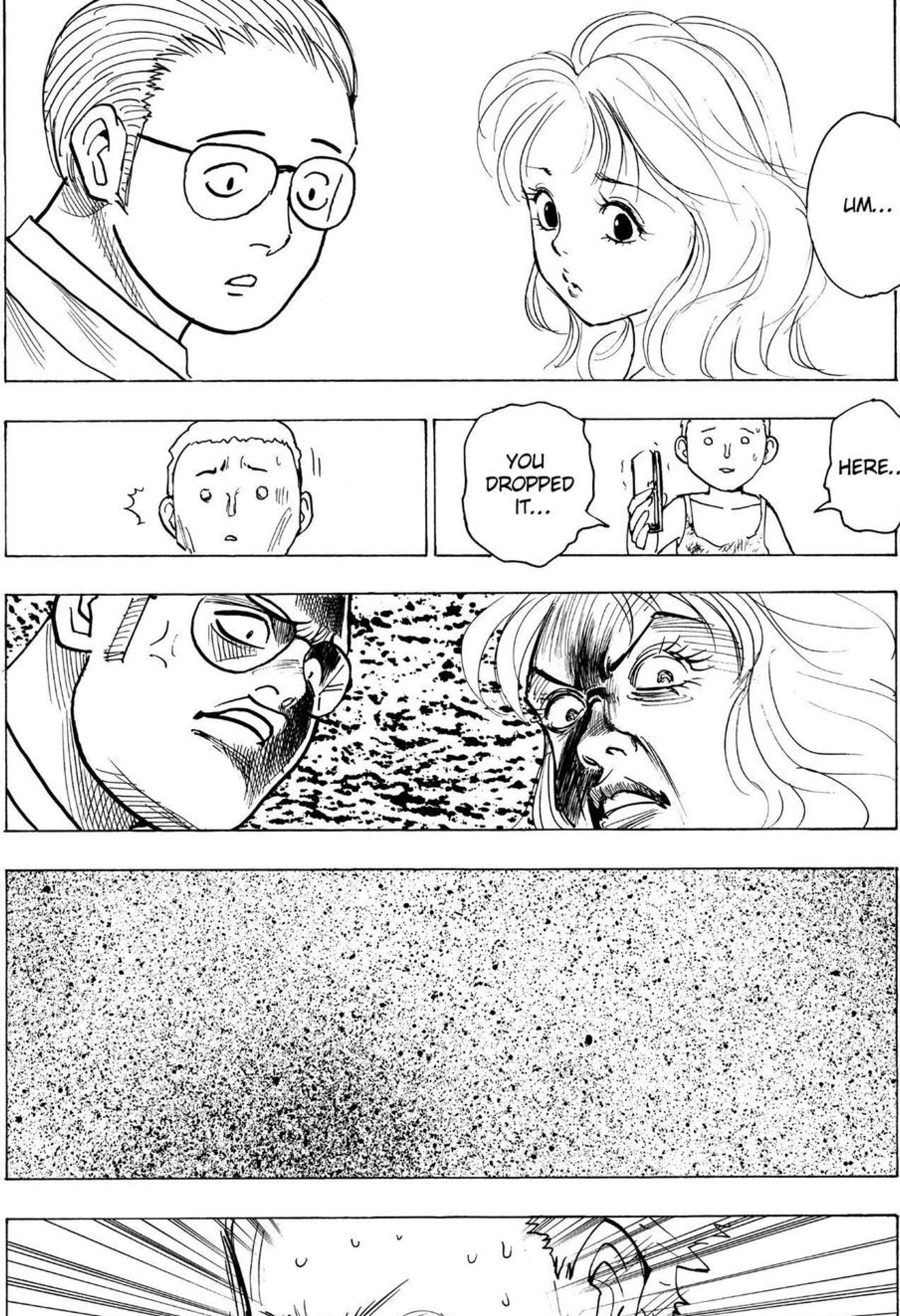

GRR!
UNH...
GAME OVER, DUDE.


KILLUA!!! NO!!
LEAP
WHY'D YOU STOP ME?!
WE STILL HAVE TIME!!

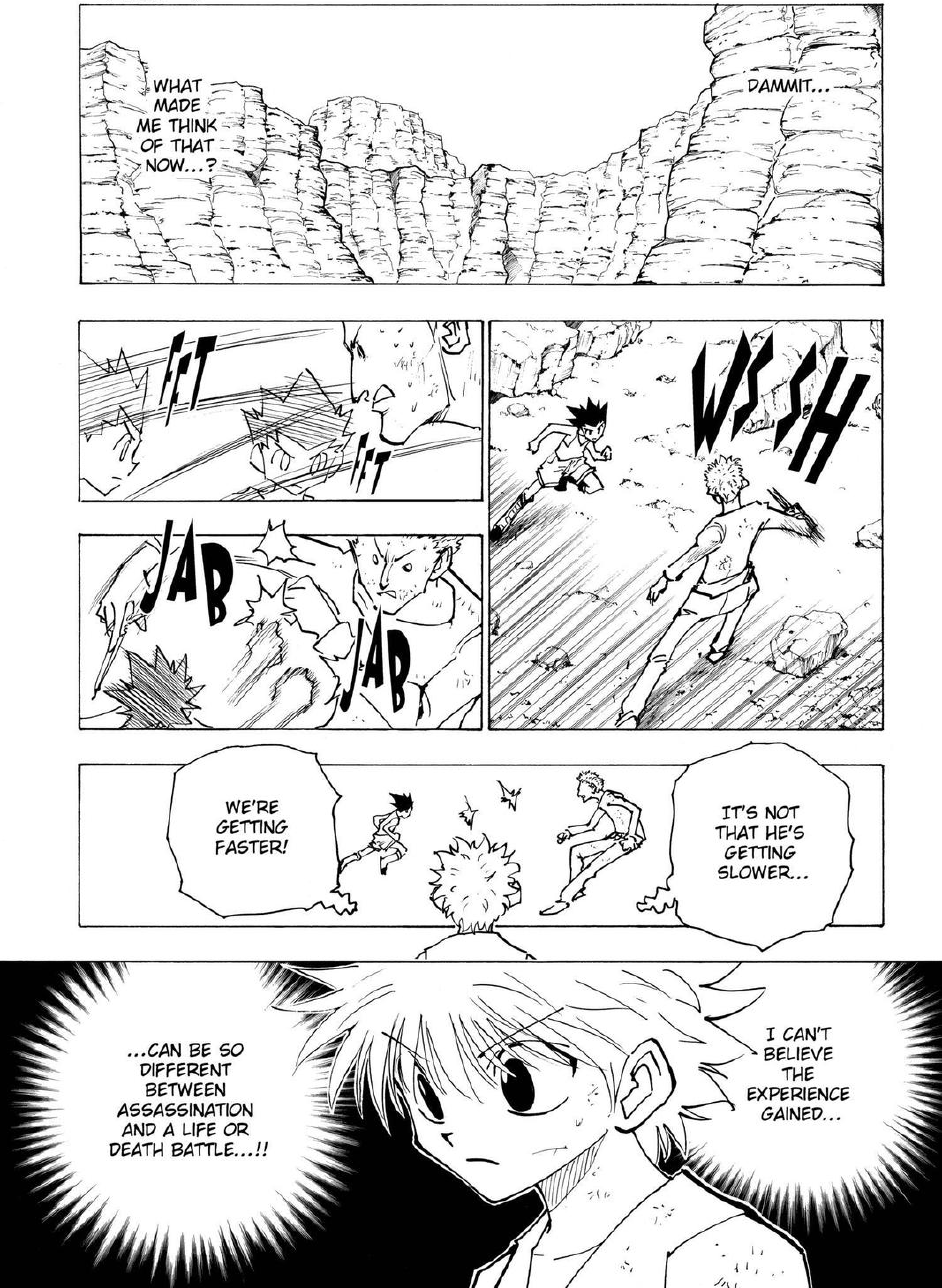

LET'S KEEP GOING UNTIL WE CAN DEAL WITH HIM ONE ON ONE!
?!
IT'S A SHAME TO END THIS SO SOON.
WE'RE IN TOP FORM RIGHT NOW!
THEY'RE AT MAX PERFORMANCE.
BUT THEY CAN'T CONSCIOUSLY SHIFT GEARS YET.
HEH HEH, FOOLS.
THAT WAS YOUR LAST CHANCE...!!
NOW IT'S MY TURN TO ATTACK.
I'LL MAKE YOU INTO MINCEMEAT!
OKAY.
BUT LET'S CONTINUE TOMORROW.
YOU SHOULD GET SOME REST.
YOU'RE GETTING SLOWER.
...!!
TRUE...IF IT TAKES TWO OF US AGAINST AN EXHAUSTED GUY...
...WE'LL NEVER BE ABLE TO BEAT *ANYBODY.*

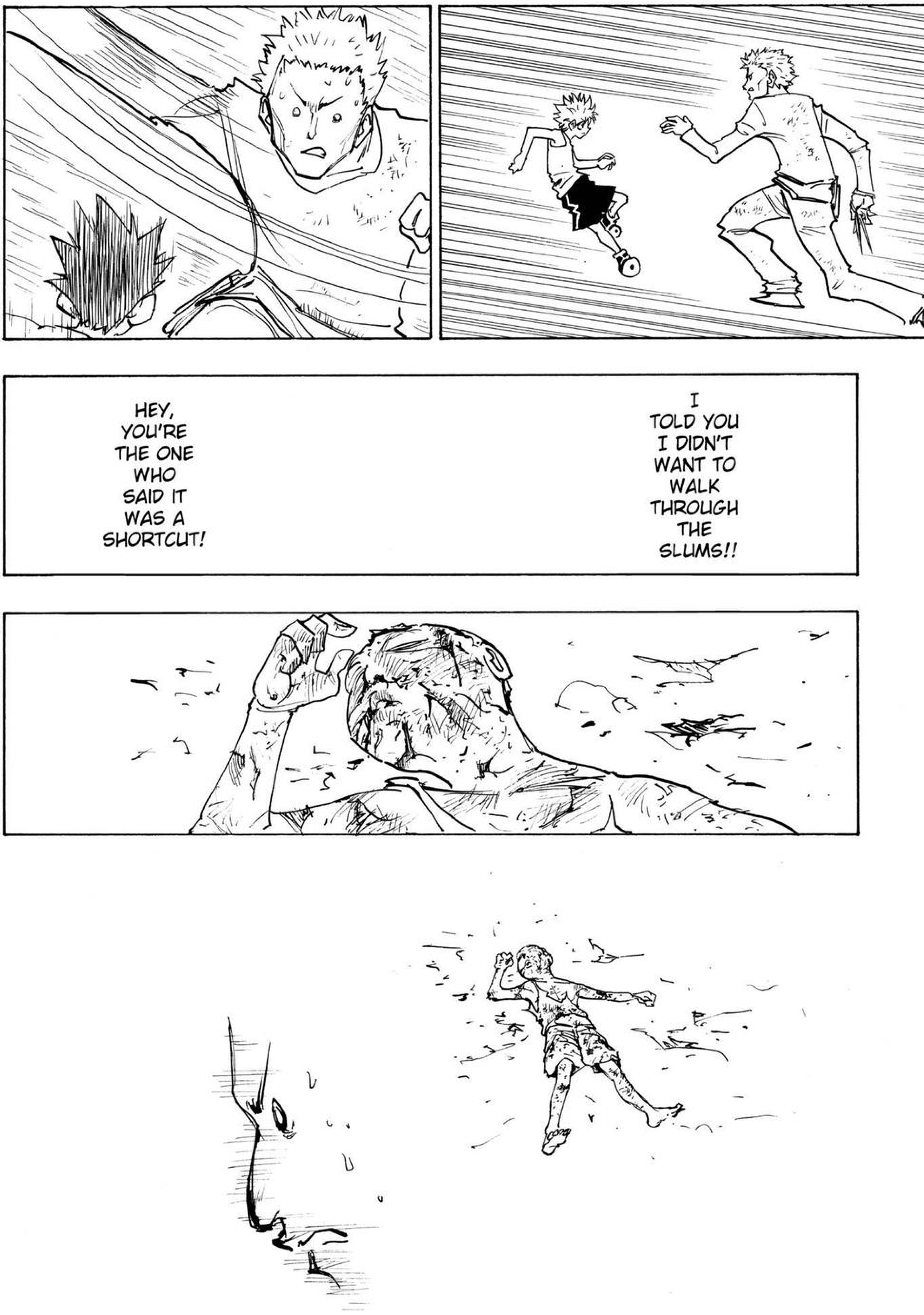

SHP
UNH!
GRR!
YOUR ZETSU ISN'T PERFECT.
YOU CAN'T SLIP UNDER THEIR HONED RADAR.

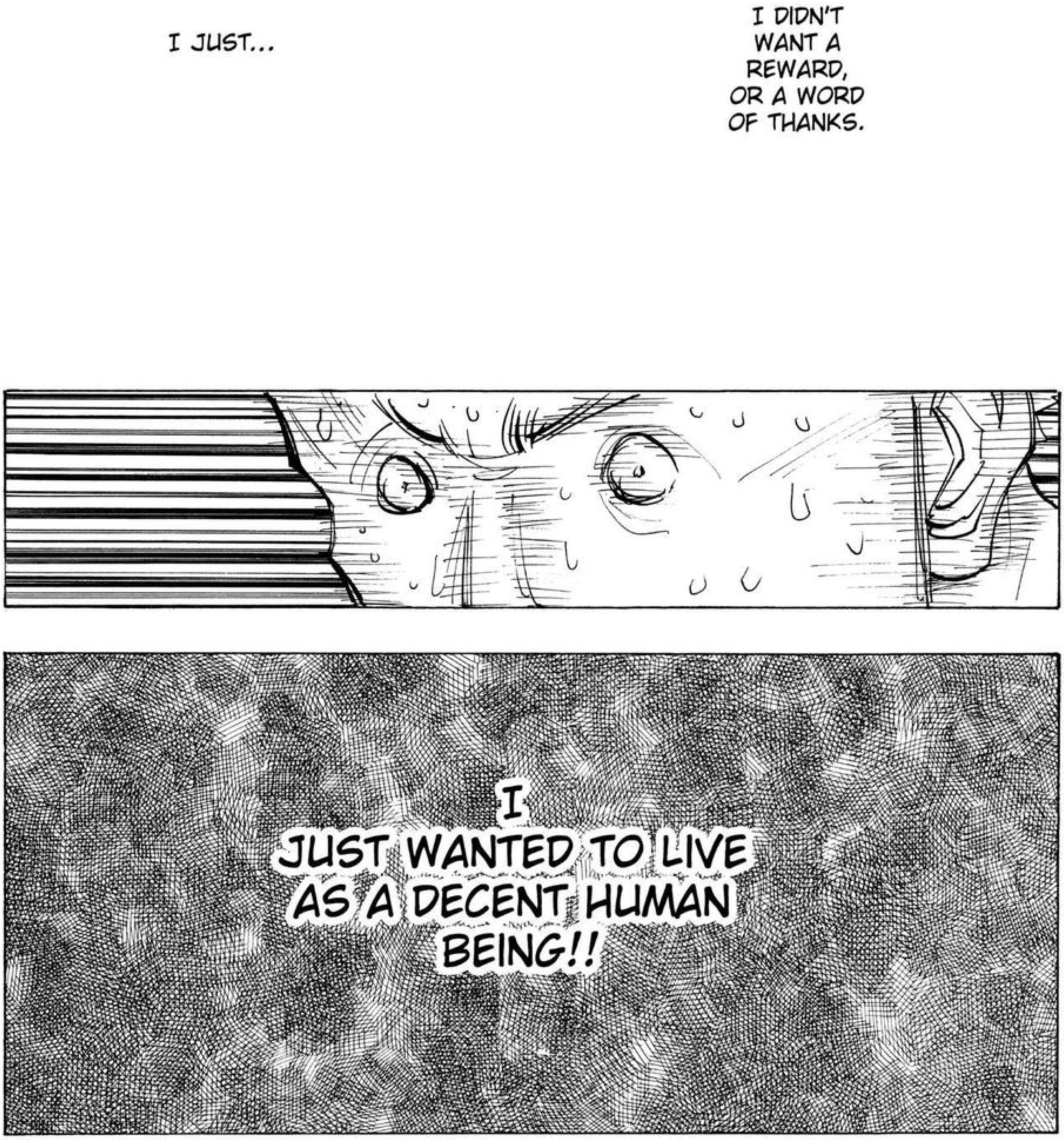

THEY'LL BE ABLE TO DETECT ANY FOOTSTEP OR RUSTLE OF CLOTHING RIGHT NOW.
BINOLT... YOUR POTENTIAL IS FAR LOWER THAN THEIRS.
I HAVE TO TELL THEM...
HUH?
MY WALLET'S GONE!!
I THOUGHT YOU JUST HAD IT.

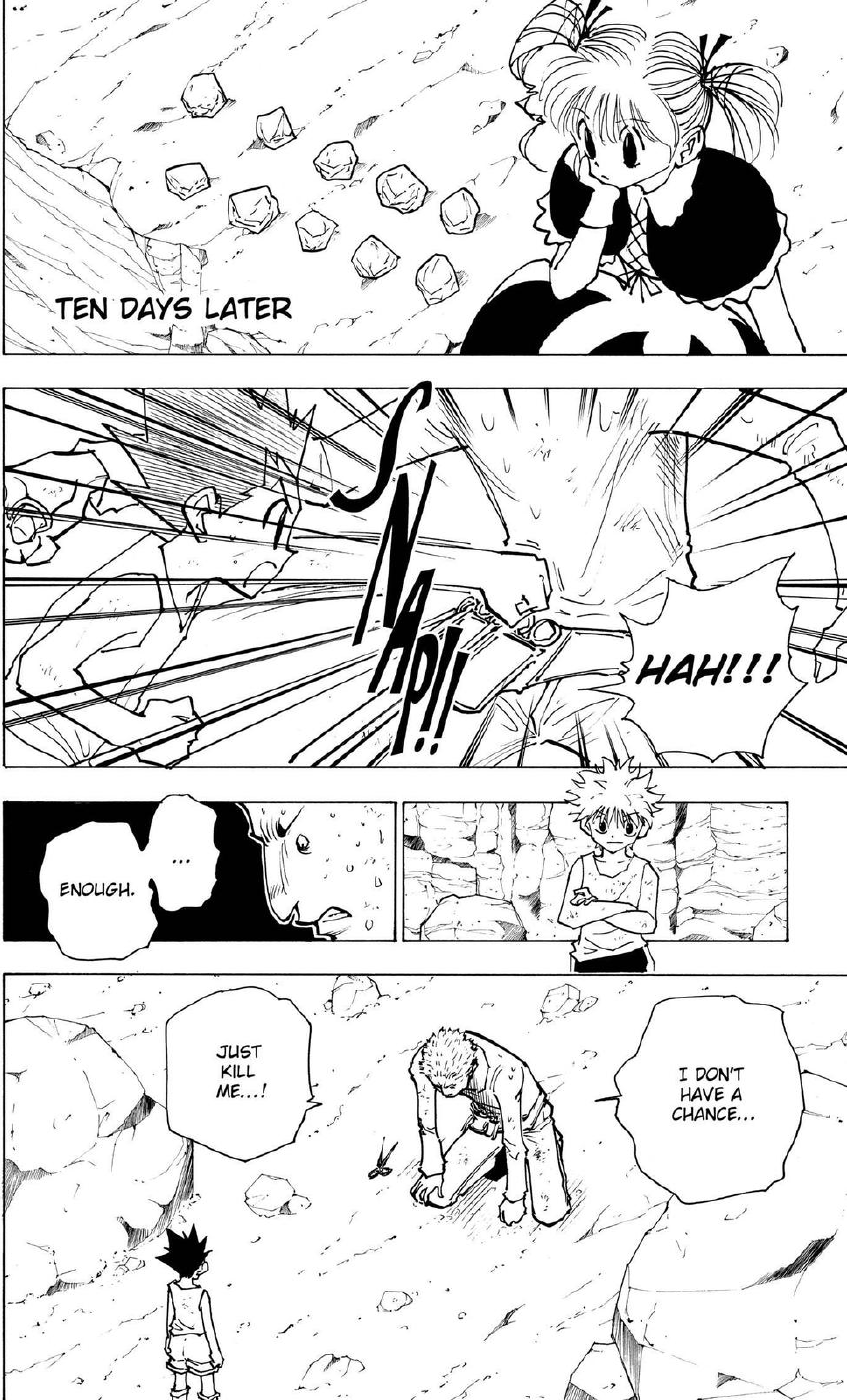

UM...
HERE...
YOU DROPPED IT...

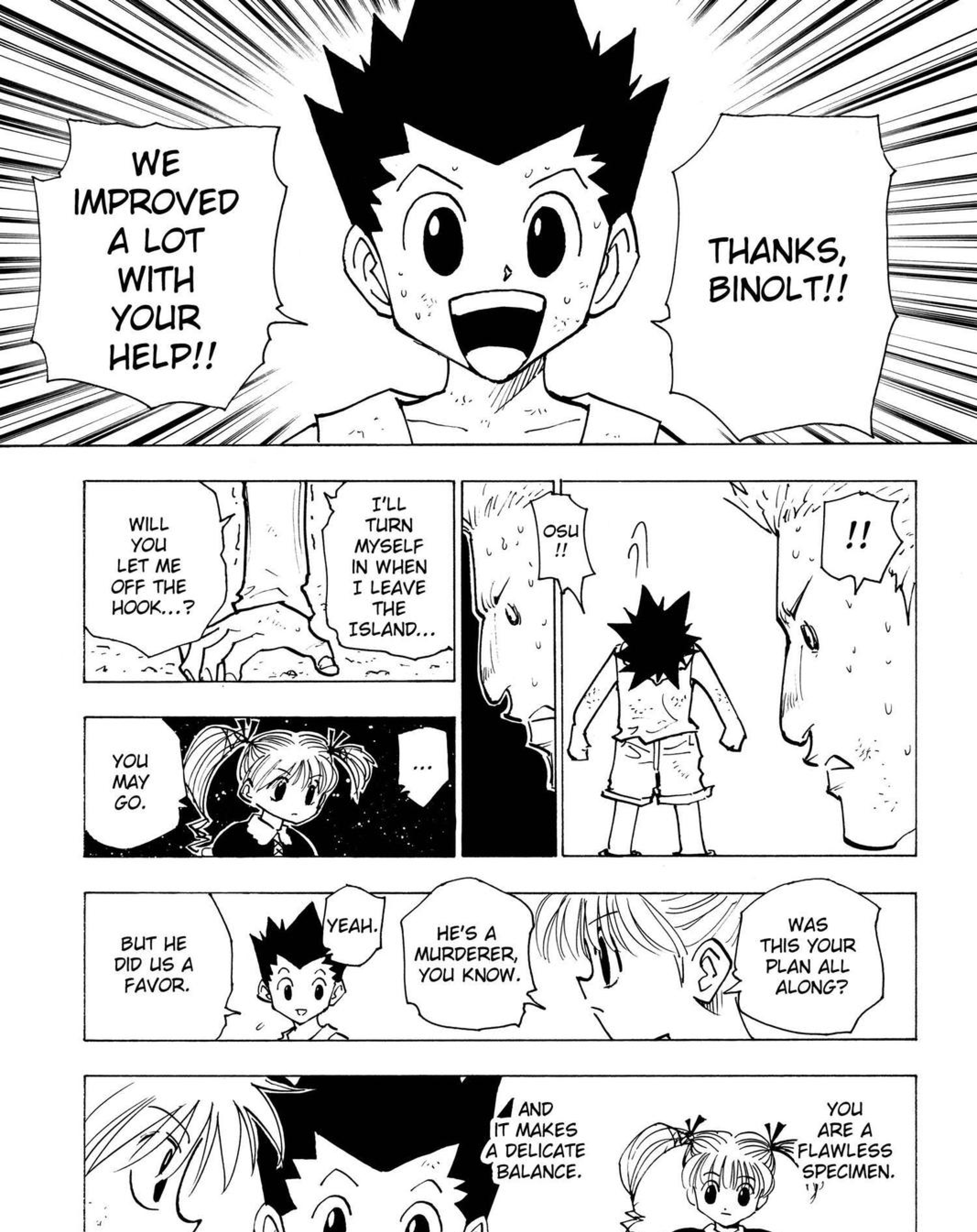
READ THIS WAY


DAMMIT...
WHAT MADE ME THINK OF THAT NOW...?
WSSH
FFT
FFT
JAB
JAB
IT'S NOT THAT HE'S GETTING SLOWER...
WE'RE GETTING FASTER!
I CAN'T BELIEVE THE EXPERIENCE GAINED...
...CAN BE SO DIFFERENT BETWEEN ASSASSINATION AND A LIFE OR DEATH BATTLE...!!


I TOLD YOU I DIDN'T WANT TO WALK THROUGH THE SLUMS!!
HEY, YOU'RE THE ONE WHO SAID IT WAS A SHORTCUT!


I DIDN'T WANT A REWARD, OR A WORD OF THANKS.
I JUST...
I JUST WANTED TO LIVE AS A DECENT HUMAN BEING!!


TEN DAYS LATER
HAH!!!
SNAP!!
...
ENOUGH.
I DON'T HAVE A CHANCE...
JUST KILL ME...!


THANKS, BINOLT!!
WE IMPROVED A LOT WITH YOUR HELP!!
!!
OSU !!
I'LL TURN MYSELF IN WHEN I LEAVE THE ISLAND...
WILL YOU LET ME OFF THE HOOK...?
...
YOU MAY GO.
WAS THIS YOUR PLAN ALL ALONG?
HE'S A MURDERER, YOU KNOW.
YEAH.
BUT HE DID US A FAVOR.
YOU ARE A FLAWLESS SPECIMEN.
AND IT MAKES A DELICATE BALANCE.

VOL. 14: THE ISLAND'S SECRET: END.